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GAMEPRO®

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Double Dragon III!

New For Your NES. See Pg. 26.

Nintendo's Super Famicom

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Smash Hits!

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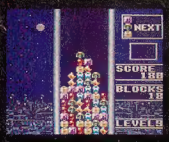

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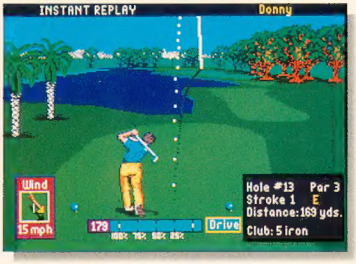

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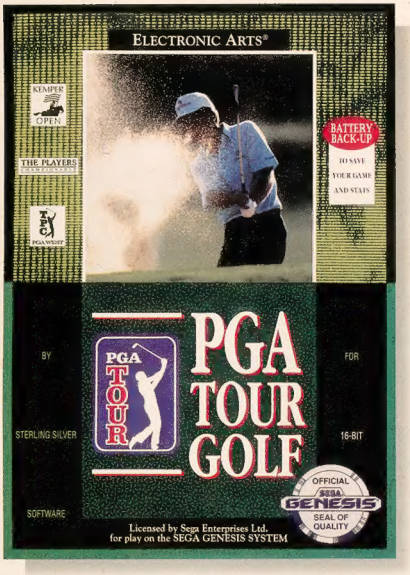

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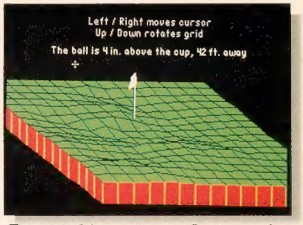

Topographic contours reflect even the smallest green wrinkle. If you misread them, watch out for the bogey man.

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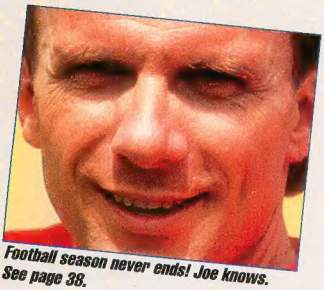
APRIL 1991

The Double Dragon boys are back in town. See page 26.



Football season never ends! Joe knows. See page 38.

Bonk's back for Revenge. See page 46.

10 Letter from the GamePros

12 The Mail

14 Cutting Edge
Check out the hardware highlights from the 1991 Winter Consumer Electronics Show.

18 Hot at the Arcades
Crunch quarters with Laser Ghost and High Impact Football.

22 Overseas ProSpects
For the Super Famicom: Final Fight and Pilot Wings.

26 ProViews
This issue the GamePros look at:
Nintendo: *Double Dragon III, Sword Master, Base Wars, The Simpsons, Battletoads Preview.*
Genesis: *Joe Montana Football and StormLord.*
TurboGrafx-16 Preview Madness: *Bonk's Revenge, T.V. Sports Basketball, T.V. Sports Hockey.*
Game Boy: *Tour De Thrash, Burai Fighter Deluxe, and Cyraid.*

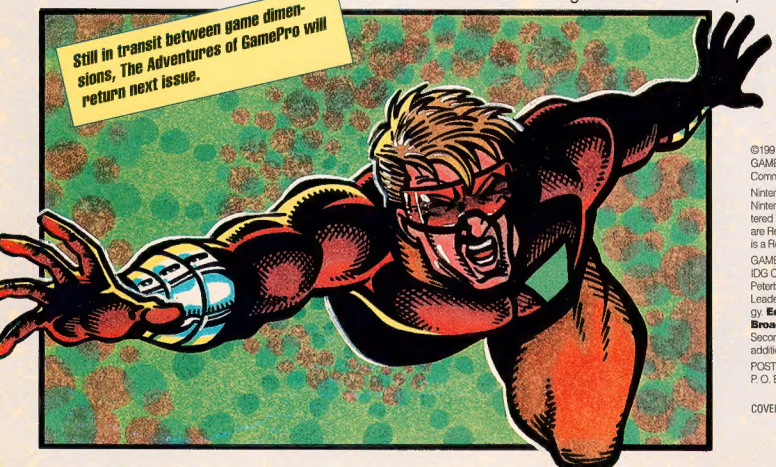
58 S.W.A.T. (Secret Weapons and Tactics)
The hottest tips and tactics from GamePros everywhere.

66 Ask the Pros
The GamePros answer your game questions.

70 Short ProShots
A quick look at some hot games from CES.

74 ProNews Report
All the CES video game news that's fit to print.

Flying Warriors Chapter 5
Follow Rick and his friends in their latest adventure in the Light Dimension beginning on page 40A.



Still in transit between game dimensions, The Adventures of GamePro will return next issue.

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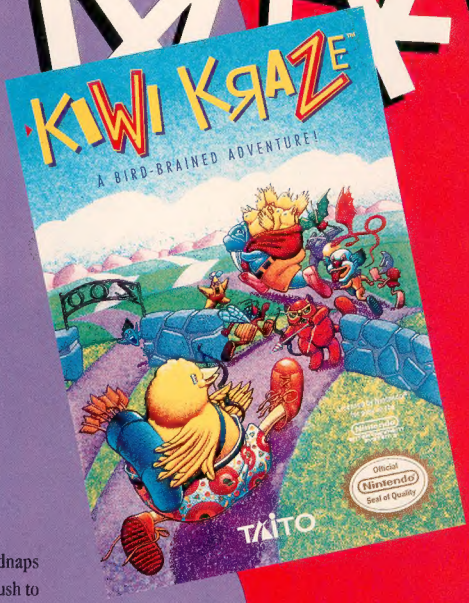
GET KRAZED!



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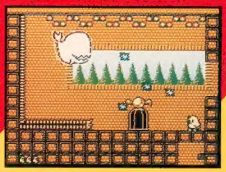
Hurry up! Get the whole family in on your adventure. Just make sure you find your birdie buddies in time. Wally's got himself a kiwi cookbook, and your friends are the main ingredient!



Use fast footwork to pluck your pals from peril.

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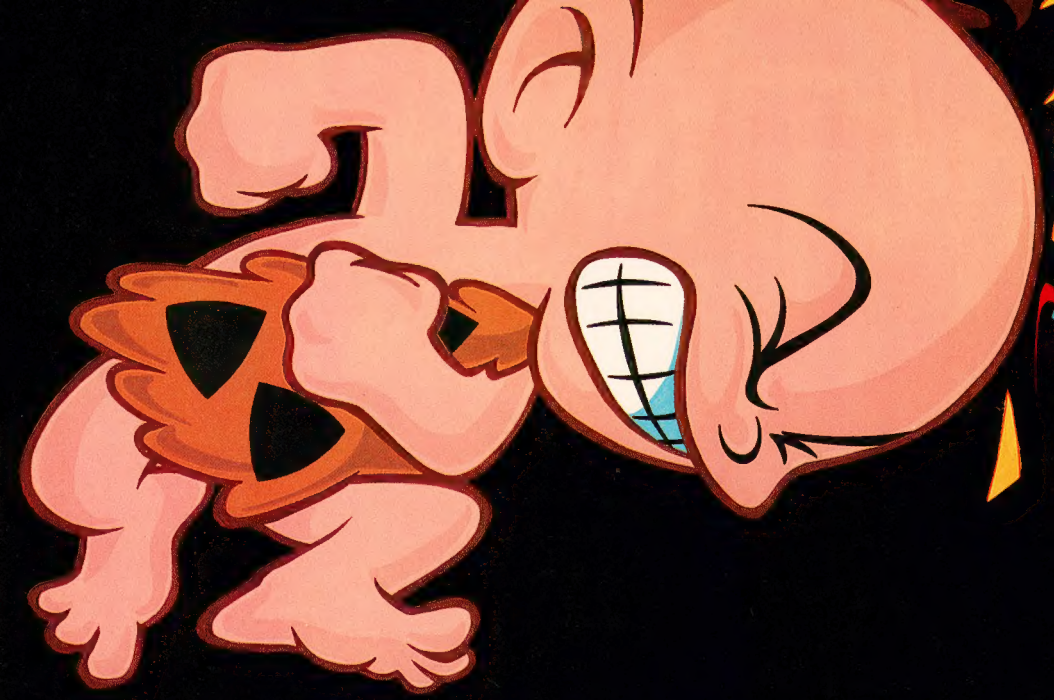

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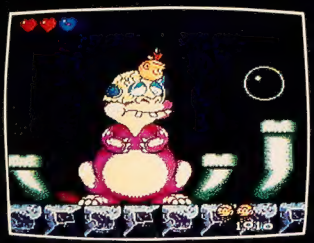
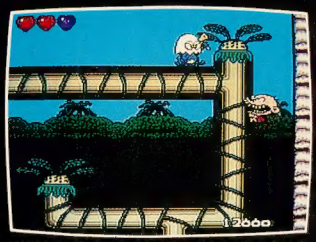


As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.

Meat helps Bonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.



Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.

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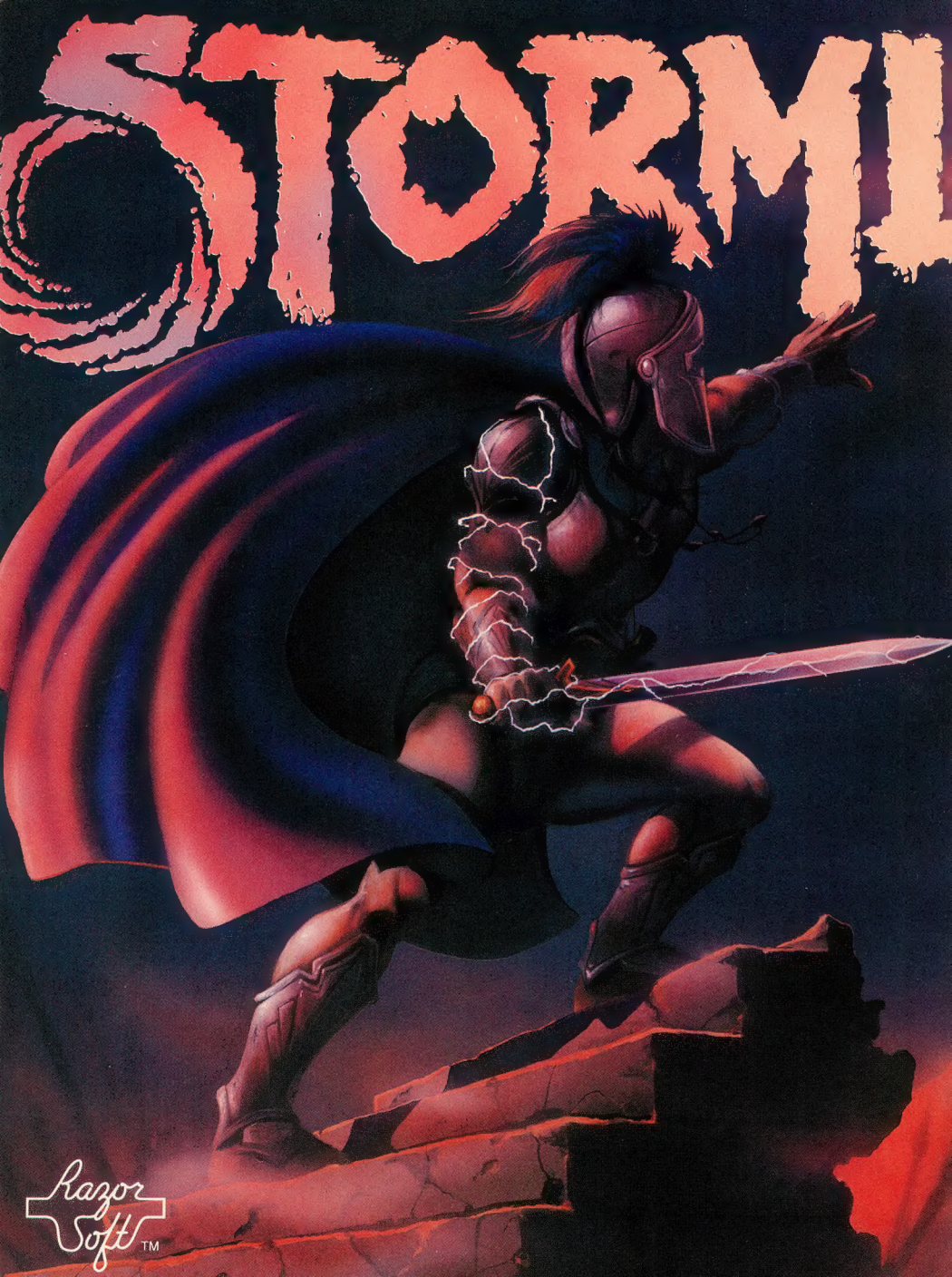
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"[illegible] awesome monsters!" —Aaron Van Steaven, Game Tester

"If you liked 'Ghouls', 'Stomping' will blow you away!" —Barrett Ryan, Game Tester

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Are We Having Fun Yet? You Bet!

By the GamePros

They say time flies when you're having fun. Well, we must be having a great time at GamePro, 'cuz this is the April issue and we're just now able to bring you a report from the 1991 Winter Consumer Electronics Show (CES) last January. Actually, for us it IS January, but that's the magazine biz (and don't let anyone tell you different!).

So, we dragged ourselves in from the Las Vegas desert. We dumped all the press packets we collected into a huge pile on the floor and dived right in! When we came up for air we had enough stuff to put together ProViews on some cool games and to pack the Cutting Edge, ProNews, and the Short ProShorts sections with info. We even landed a few Previews for you, too!

Just like the shark in "Jaws," the Nintendo 16-bit system was lurking in the shadows of the show. According to Nintendo, an American version of their Japanese 16-bit Super Famicom will land in the U.S. this September, give or take a month. But until the "Super NES" arrives, we'll cover the Japanese versions of 16-bit Nintendo games in Overseas ProSpects, beginning this month.

However, that gives Sega a window of opportunity to hustle in some great Genesis stuff, and they are! Scope out the Joe Montana Football and the StormLord ProViews this issue.

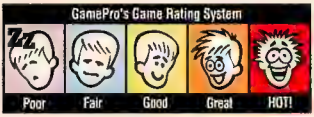
The 16-bitters may be coming, but that doesn't mean 8-bit games are falling out. No way! We've got Double Dragon III, The Simpsons, and Base Wars for the NES, and Ghouls 'n Ghosts for the SMS.

Some of the games we brought back from the show aren't even completely programmed yet, so how about a little PreView action? Take a look at Battletoads for the NES, and Bonk's Revenge, T.V. Sports Basketball, and T.V. Sports Hockey for the TurboGrafx-16.

Nintendo says there are a little over four million people with Game Boys in their pockets, so check out Tour De Thrash and Burai Fighter Deluxe.

Finally, it looks like color handheld systems are getting ready to make a big splash this year. Sega's Game Gear is set to take off, and the Atari Lynx is sporting a new look. See the Cutting Edge for an update on these systems, their new games, and more.

GamePro will parade some neat stuff past you in the next few months so stay tuned. We've got enough gaming hardware and software here to last a while – till the next CES show in June, anyway.



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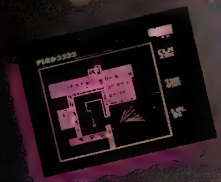

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I Want My Game Gear

I recently picked up your December '90 issue and when I flipped through the pages I was intrigued by the report about Sega's color handheld, the Game Gear, in the Cutting Edge. At the end of the article it was stated that the Game Gear would be on store shelves by December 1990. But when I called Sega they said the Game Gear would not be out in the United States until later this year. Is this true?

Dwayne Lay, Bronx, NY

(The word at the Consumer Electronics Show in January was that the Game Gear would be here around May 1990. – Ed.)

Rating the Ratings

I really like your new game rating system. It helps me to choose games to buy that won't disappoint me. But I think you should also add a "Top 30" section that shows the Top 30 games for all of the systems, including the Game Boy and the Lynx.

Isaac Gibson, Cridersville, OH

First of all, many of my friends and I would like to congratulate you on the excellent job you do with GamePro. In our opinion your magazine is far superior to the other magazines. We especially like your new rating system. The colors make it easy to understand how good (or bad) each category is. I do have a question, though. When you rate games that belong in specific categories, like RPG, do you consult people who are into those types of games? I'm wondering because, for example, somebody who's really into action or sports games might rate the Fun Factor on an RPG really low because they don't like that type of game.

Eric Liu, Alberta, Canada

(Games are assigned for review to writers who enjoy that type of game. For example, Fanatic Fan has years of sports gaming experience, and Dr.Dave is an insane shoot-em-up whiz. – Ed)

I have some comments about your new rating system. I agree with you when you say a rating system is only an opinion, but I disagree on your standards for rating a game. I don't think it's fair when you compare an Atari 7800 game with a TurboGrafx-16 or a Genesis game. I believe the only fair way to give a game a rating is to compare it to other games from the same system.

Sheldon Coles, Toronto, Ontario, Canada

(We couldn't agree with you more, Sheldon! But since you were confused, other gamers may be also. To clarify, all games are rated by comparing them to other games for the same system! The ratings are designed so that "3" reflects "average." See the October 1990 issue of GamePro for details. Currently there is no "standard" game for each system, but that sounds like an interesting idea. What do other readers think? How would we choose the standard games? Let us know your ideas. – Ed)

I'm writing to you because I really like your new rating system and although it's pretty easy to understand I think you should add some sort of a key so readers can know exactly what each symbol means.

Eddie C., Winter Haven, Florida

(See the Editor's page for the key to our rating system. – Ed)

I was a little disappointed in this year's Annual Sports Issue because I was eagerly awaiting the review on T.V. Sports Basketball. What happened? I have to tell you, though, that I really enjoyed your other new game titles for the TurboGrafx-16, especially Jack Nicklaus Turbo Golf. I hear there are going to be several other T.V. Sports games. Could you tell me more about them?

Ben Webster, Moose Jaw, Canada

(We were as disappointed as you were! At the time we went to press with the December issue we believed we were going to get hold of T.V. Sports Basketball to review. Unfortunately, the game has been pushed to a summer '91 release and didn't make the sports issue cut after all. But we'll review it soon! Check out this issue for a preview of T.V. Sports Basketball, and Hockey, too! Up to bat after that, T.V. Sports Baseball. – Ed)

From GamePro's South of the Border

We are GamePro readers who just want to congratulate you for the great work you're doing with the magazine. We are from Mexico, and down here we think your magazine is great – it is number one!

Gerardo Prado, Daniel Sanchez & Alejandro Marin, Mexico

(Muchos gracias! Thanks! – Ed)

So, Tell Us What You Think.

This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

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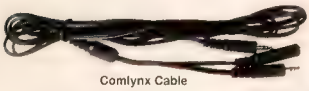
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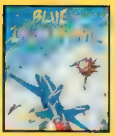

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The Cutting Edge

Hardware Hot Out of the Desert

By the Mild Mannered Reporter

CE at CES

There was plenty of Cutting Edge action at the 1991 Winter Consumer Electronics Show. By now much of it may have filtered through to you, but here's a recap of the things that pushed our turbo buttons.

A Bit About 16-Bits

The big non-news at the show was the 16-bit Nintendo Super Famicom. The Big N had a snazzy showroom and demo set up and the unit and its games looked as good as you've seen in *GamePro* (see Overseas Prospects this issue). Nice show, but all Nintendo would say is that the American version is due to arrive here in September...or October...probably.

Rumors about Atari's 16-bit machine, codename: Panther, were also buzzing about the video jungle. But like the Loch Ness Monster, Bigfoot, and other mysterious beasts, few people have actually seen a Panther. Nice tidbits include the fact that the unit will run at 16 Mhz compared to the Sega Genesis' 8 Mhz and the reported 12 Mhz of the Super Famicom, that it will play Lynx games, and that the unit's debut will coincide with that of Nintendo's 16-bit unit in September...or October...probably (see the above paragraph).

Expect all 16-bit rumors to get real by the Summer Consumer Electronics Show in June.

Sega Goes Small with the Game Gear

Sega made a big splash with its little handheld – the Game Gear. The $149 Game Gear gets its processing muscle primarily from a Z-80A processor much like the Sega Master System.

The GG's a neat little rectangular package (8.1 inches long by 4.3 inches wide by 1.5 inches high) that features smooth, curved styling in the same groove as the Genesis and the new SMS. The unit has a 3.2 inch backlit color LCD that displays 160 by 146 pixels in 32 on-screen colors from a palette of 4,096 colors. It gets its juice from six AA batteries.

Portability and playability are Sega's goals for the Game Gear and the unit's options emphasize the point. You can purchase a regular AC adaptor, an auto cigarette lighter plug, and a rechargeable battery pack. A Gear-to-Gear cable sets up head-to-head competition. When you want to give your thumbs and your eyes a break, turn the GG into a TV with a $99 television tuner. (Tune in to a special Cutting Edge Game Gear feature in the next month's *GamePro.)*

Sega promises 20 Game Gear games for 1991, but at the show eight were playable, two were imminent, and the other ten were as yet unnamed. The Sega Faithful ought to recognize Castle of Illusion Starring Mickey Mouse, Columns, Joe Montana Football, and Super Monaco GP right off the bat. The new carts include G-LOC, an intense aerial combat game from the arcades, Dragon Crystal, Psychic World, Revenge of Dracon, and Leader Board Golf.

G-LOK

Dragon Crystal

The Lynx Shrinks

A new Atari Lynx is on the prowl, and it's a little leaner and meaner. The new black cat is really a compact version of the original color handheld unit. The shortened size makes it more comfortable to hold, but it's operationally identical and software-compatible with the original system. You get the same 16-bit graphics engine, a 32-bit audio processor, a 3.5 backlit LCD screen, and a double row of fire buttons.

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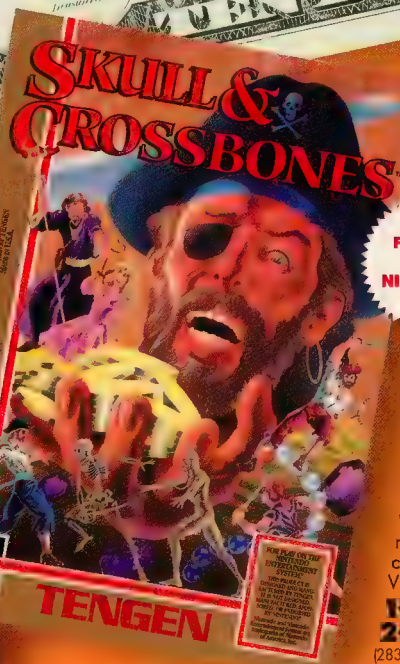

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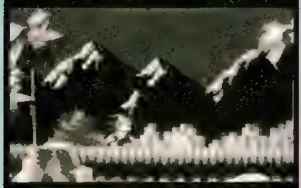

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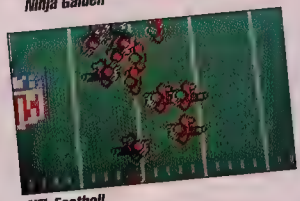
So, how come it's smaller? The engineers at Atari have come up with a way to fit the processing power of four graphics chips into one. New price? $99.95.

Ninja Gaiden



NFL Football

That's all well and good, but what about the games? Atari hopes to have 14 new Lynx games in stores by this summer. Here's the new batch: A.P.B. (an action-adventure thriller), Blockout, Checkered Flag, Grid Runner, NFL Football, Ninja Gaiden, Scrapyard Dog, Shanghai, Tournament Cyberball 2072, Turbo Sub, Vindicators, Warbirds, World Class Soccer, and Xybots.

Game Boy Gangs

Now handhelds can hold hands. Nintendo was just showing off its Four-Player Adapter that enables four people to play at one time. The Adapter is basically a connector with one lead and three plugs. The lead goes into one GB and the other guys connect their regular Game Links into the plugs. The 4-Player Adapter comes bundled with F-1, Nintendo's Formula One auto racing cart, for $29.95.

Bullet-Proof Software is also taking a shot at multi-player Game Boy action. It has a neat multi-player dodge ball cart, Faceball 2000, in the works (see ProNews this issue) that supports the Adapter, but it's also working on its own GB compatible link that can deal-in up to 8 players at a time!

Bullet-Proof Reality

Bullet-Proof Software has plans to go ballistic into virtual reality. These good guys gave us a sneak peek at their plans for a system of VR arcades called CyberHalls. Each Hall will contain several Electronic Personal Orientation Devices (E-PODs). Gamers climb into the E-PODs and step into virtual reality. They can play any one of six games against a computer or each other. For example, fly a Sopwith Camel in a WWI dogfight, blast off into a Star Wars-type adventure, or stick to Mother Earth with a travelogue to foreign lands. Bullet-Proof VR is 1½ to 2 years away, but we'll fill you in as soon as we can.

That's Not All Folks!

Was there more? You bet! But we're just about to fall off the Edge (Cutting Edge, that is). Check us out in future issues for more about the latest and greatest.

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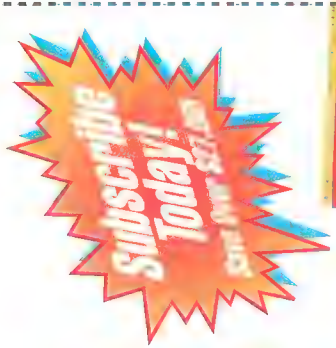

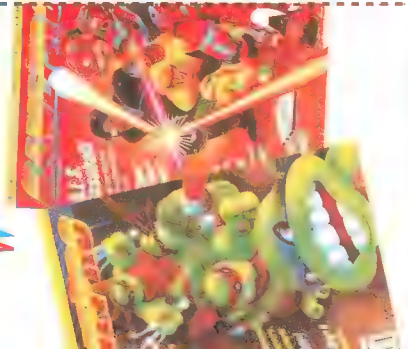

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Hot at the Arcades

By Hack 'n Slash

This month it's time to play together and stay together. Here are two coin crunchers that call for you and the gang to team up for sizzling arcade action. Laser Ghost has team spirt, and outer space spooks, too. Football season's long gone, but High Impact Football will keep you glued to a toob, anyway.

High Impact Football
(Williams Electronics Games)

Ready for another football coin-op that claims to duplicate the sights and sounds of the gridiron? OK, but High Impact Football really backs its stuff up. Awesome digitized graphics, great animation, and some slick close-up windows make this the best-looking arcade football game yet.

One to four people can play, and players can join in any time with the buy-in feature. You get 15 pro teams, nine players on a team from all over the place – Los Angeles to Europe to Africa.

The controls are simple, just a single Move joystick and an Action button. But they're all you need to put on outrageous fakes, make leaping circus catches, and blast bone-crunching tackles. You can call 40 offensive plays and defensive formations. You cycle through plays onscreen and each of them has a diagram indicating "live" receivers and running play "holes" for the offense and blitzes and stunts on D. Your playbook includes Bombs, Double Reverses, Option Plays, Nickel Defenses, All-Out Blitzes, and more.

The graphics look tough, but this game definitely talks tough, too. The defense threatens your quarterback across the line and exhorts their teammates to take off his head. Other taunts are unprintable here!

There's plenty of off-the-field action, too. Cheerleaders romp, coaches stomp; Manic Max, the deranged play-by-play announcer, raps crazy, and the fans cheer and jeer.

Can you go all the way in one play?

PROTIP: Even if you call a running play, you can still pass since your receivers run patterns.

PROTIP: On deep pass plays your receivers run off screen so give them time to get open.

Laser Ghost (Sega)

An alien life form has infested the city, well, possessed the city is more like it. This alien assumes an army of ghost-like shapes including spiders, zombies, octopi, spectres, snakes, you name it! It's wreaking havoc with the unwary citizens, and it's even kidnapped a little girl. Now, who yah gonna call? Laser Ghost! Laser Ghost?

Laser Ghost. It's the name of a 3-man team of ghost blasters – you and up to two friends. Zap a mob of ethereal extraterrestrials in six spectral missions. Each team member mans a devastating laser gun. Your blasts are invisible unless you peer through the gunsights to guide them. When the ghouls and ghosts become overwhelming use your special flamethrower to clear the screen.

During your ghost hunt you visit all the usual hiding places: haunted houses, cemeteries, and sewer systems. The alien hordes put on a relentless attack, but you also have to gun down flying objects and goo that they toss at you. Watch out for knives, food, plates, dirty laundry, tongues...and the kitchen sink!

Buy-in and continuation features guarantee that your trek through the happy haunting grounds lasts as long as your supply of tokens does. So don't be 'fraid of no ghosts.

PROTIP: Piles of bones and globs of yuk usually form into monsters.

PROTIP: Keep shooting first aid kits till you hear a "clink" or they don't help you.

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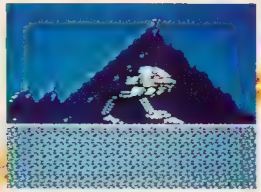

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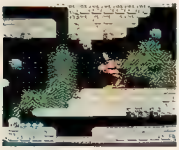
Fight "The Great Alien Invasion" with MetalMech!

MetalMech is the all-terrain attack vehicle of the future—a fusion-driven, three-legged beast that mangles, stomps and blasts anything in its path...mechanized dogs, slinkys, rats, space-fighters and more.



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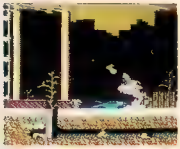
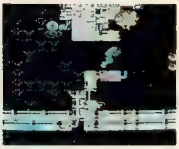


...or blast 'em underground...

But beware—this machine has a mind of its own. It's up to you to discover all of the controls, weapons and tech systems. Then make them work for you as you fight against time to save what's left of mankind.



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Overseas Prospects

By C.T. Aslan and Dominion

The Super Famicom is up and rolling! NCL (Nintendo of Japan) has reported that the first batch of 300,000 Super Famicom units sold out in three days. Like any hardware system, the Super Famicom is only as good as the software that drives it. If the initial game releases are any indication of things to come, expect the Super Famicom to be around for a long time.

This month we continue our software previews with a closer look at four of the initial releases for the Super Famicom: Final Fight (the #1 Super Famicom game in Japan right now) by Capcom and Pilot Wings by Nintendo.

Final Fight

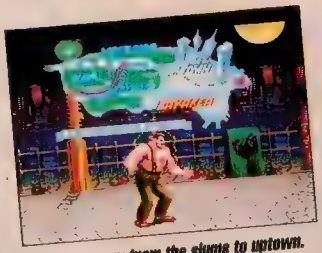
A "punching and kicking free-for-all" best describes Capcom's arcade hit. Final Fight has been translated to the Super Famicom almost perfectly (it's minus the two player mode). It's no wonder it tops the Super Famicom cart chart in Japan.

Choose either Cody or Haggar as you try to save Haggar's beautiful daughter, Jessica, from the Mad Gear Gang. You'll kick some major behind in subways, seedy warehouses, and wrestling rings. It's a good thing Cody is a veteran karate champ, and Haggar is one of the greatest street fighters that ever lived.

Expect Final Fight to be one of the first Super Famicom releases in the U.S. We can't wait!

Use the flip move with Cody against the Samurai to assure victory.

Big brother is butting you.



Fight your way from the slums to uptown.

A jump kick is a sure knock out!

Fists are flying!

Pilotwings

You'll soar, swoop, dive and glide in this fantastic flight simulation game. This isn't a typical "fly a jet" type of simulator, rather, a chance for gamers to get the feel of skydiving, hang gliding, soaring in a biplane, and blasting around in a rocket pack. The cart features several levels composed of different combinations of all these flight skills.

The first thing you notice about Pilot Wings is the magnificent graphics. For example, when you skydive you get the same view you would if you really jumped out of a plane. You can flip and turn in mid-air, just make sure you keep an eye on your ground target or you'll end up in the water. Hitting air targets awards you bonus points if you can glide through them during your descent. Once you open your chute (the computer indicates the best time to pull the rip cord), you must compensate for wind currents and your speed of descent. With practice, you'll hit the target almost every time.

Flying a biplane is slightly more challenging. You have to land the plane on the runway carefully. Damaging your aircraft nets you major penalties. Check out the sweeping landscape as you circle to the right or the left.

A smooth landing is your key to racking up points.

Hang gliding is similar to using the rocket pack. You have to attain a certain altitude, then shoot for a smooth landing. We kept nosediving into the drink during this portion of the game. Looks like it's back to flight school for us!

The rocket pack combines the skills you pick up during skydiving and in the biplane. You need to fly through three air targets, ascend to a certain height, and slowly drop down on top of a target. Miss and you're penalized big time.

If you master the biplane, the rocket pack, and skydiving, you pass the second level and you get to try hang gliding.

I've fallen and I can't get up! Don't forget to open your parachute.

Blast off during the rocket pack sequence.

After you reach 500 feet, circle in for a landing.

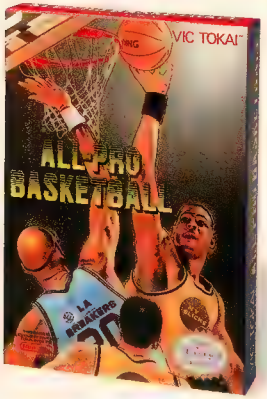
Actraiser

Next issue's Overseas ProSpects will feature Actraiser, but it looked so good we thought we'd give you a quick preview. This awesome six level epic for the Super Famicom is part side-scrolling, Rastan-style hack and slash adventure and part Populous fantasy world-building. Each level features a building scene sandwiched in between two action scenes. You fight outrageous creatures to win land for your people, and they have to build up the land's resources before you move on to the next level. Actraiser packs more breathtaking graphics and rockin' sounds into 6 megs than you'll find in most 8 meg MegaDrive carts!

Hacking and slashing never looked so good!

You'll learn to create as well as to destroy.

Three Reasons Why Your Nintendo Will Never Sleep!



All-Pro Basketball allows you to experience five on five basketball complete with long range jumpers, in-your-face stuffs, passes, steals, rebounds, fouls, and even a half-time show. Only serious players will survive 35 rounds of competition and claim the title.

You've got to be on your guard at all times to survive the military combat you face in Conflict. This high-powered game requires thought and skill to maneuver your batallion through each enemy field. Good Luck!

The Mafat Conspiracy takes you all through Europe on a quest to save the world from destruction. You will have to battle deadly terrorists and the KGB before your mission is accomplished.

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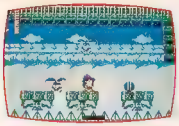
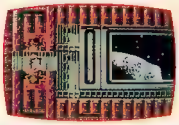
Earth's skies are raining metallic men from a predator planet, and your only hope against the Krion Empire is a witch that vanished generations ago. Francesca, we need you!

- The good witch Francesca, who has come to save the planet from The Krion Empire, has infiltrated the ice base! Before she can do battle with Yukimaru, the Snow Monster, she must get by this Krion Menace!



- Among the clouds Francesca searches for Sky Hawk's base. Beware of the robo bees and *deadly* spikes!

- "Gasp...Choke!!!" Francesca had better find an air pocket fast or risk drowning!



- Thousands of miles above the earth Francesca continues her quest to end the Krion reign!

The Krion Conquest™

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By Boogie Man

Those rock 'em sock 'em Lee brothers, Billy and Jimmy, are back! They've put down the Black Shadow Warriors. Their Double Dragon Dojo is packing them in. But are the Bro's ready to settle down? No way.

Guess what happens in Double Dragon III? All together now, Double D fans – Marion disappears! This poor girl's already been beat up, kidnapped, killed, and brought back from the dead. Now what?

There's only one thing to do. Follow the basic philosophy of the Double Dragon Dojo: Fight first and ask questions later.

Billy and Jimmy: Older, wiser, tougher.

Find the Stones

The Lee boys have made their reputation by pulling Marion out of hot water. This time they must find the three Sacred Stones and trade them for Marion. Their slugfest goes international as they tackle five levels around the world from the USA to China, Japan, Italy, and finally Egypt.

Welcome to the Double Dragon Dojo.

Who's behind this mystery? You'll have to beat off Ninpou masters, Ninja warriors, and hordes of other way out martial arts dudes to find out. Even though the Abobos, the Lindas, and the other gangs are history, all your new enemies including the bosses fight with just about the same dirty moves as their punchy counterparts in the other carts.

PROTIP: When goons charge you, they're getting ready to jump kick. Just step aside and you can move in on them.

Familiar Fighting

If you've been through the other Double Dragon carts, your experience will serve you well. The controls are almost exactly the same. You have your Punch, Side Kick, and Flying Jump Kick. Get close enough and you can throw your elbows, grab hair, knee jerk, and make an over the shoulder throw, too. Pick up the punks' weapons such as Knives, Broken Bottles, and Sais and you can use them.

Don't blink or you'll miss the quick High Side Kick.

Your specialty moves this time around are the Cyclone Spin Kick and a gravity-defying Mid-Air Somer-Assault.

PROTIP: If you're in between two adversaries, use the Cyclone Spin Kick and you can get two at once.

PROTIP: A controller with turbo fire makes the Cyclone Spin Kick devastating.

Billy and Jimmy must have learned something from the last two carts. This time they don't hit the streets empty handed, they've got nunchakus. When you want to arm your boy, you display a special weapons screen, but choose the time wisely, weapons only have limited hits in them.

PROTIP: Save your weapons for the stage bosses, you'll need them.

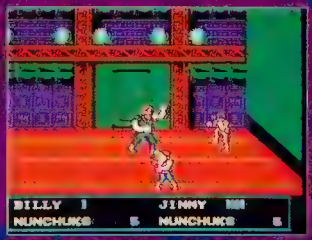
You've Got a Friend

The Lee's will tell you this adventure's a "mu-tha," so you need every edge you can get. You can try to fight through the cart alone, however, teaming up with a partner is really the way to play. That way you can protect each other and gang up on the bosses. Of course, in keeping with Double Dragon tradition, you can also pick a two player mode where brother can beat on brother.

PROTIP: You can jump over knives or other thrown weapons. They may hit an enemy standing behind you.

PROTIP: The quick way to get rid of foes in high places: knock 'em over a ledge.

This time you also make new friends by beating your enemies. Beat China's Iron Claw master, Chin Seimei, and the Japanese Ninja sensei, Yagyu Ranzou,



Don't let the Level 1 boss attack head on.

and they join your team. When one character bites the dust, you automatically continue as another character. You can also switch characters anytime to make use of their special fighting skills.

Chin has an especially nasty weapon called the Iron Claw, but his Upper Punch, Leaping Double Kick, and Diving Head Butt aren't too shabby either. Yagyu's Sword Attack is awesome but his Shurikens are deadly if you can hone your accuracy. His Tumble High-Jump Kick and Lunging Knee Drop are effective and good-looking, too.

PROTIP: Even if you make it through China without recruiting Chin, it's highly unlikely you'll survive the rest of the way alone.

PROTIP: Chin can beat the Japan boss consistently.

Average Looks

And speaking of looks, DD III looks about the same as the other carts in this trilogy, which is to say just slightly above average. There's nothing here that you've haven't seen several times before. You'll also find the sounds solidly average.

Watch your step on the ledges.

One Life to Live

No NES fist fighter has any business talking "stuff" unless they've mastered at least one Double Dragon cart. However, if you can beat your way through Double Dragon III, you've really got your stuff together.

This is the toughest DD yet – you only get one life to make it through the cart. The trick is to get other characters to join your quest so their life lines can keep you going. But even then you'll find your adversaries, particularly the bosses, are real hard cases.

PROTIP: You get one continue if you fail during Level 4 or 5.

Black and Blue Belt Recommended

Double Dragon strikes again. DD III is one of the toughest street fighting carts around. The graphics won't knock you out, but the fighting definitely will. If you've mastered the first two Double Dragon carts then you must tackle this one, too, but be forewarned: the knuckle-busting gets pretty dirty. It's the law of the video jungle: Beat or be beaten.

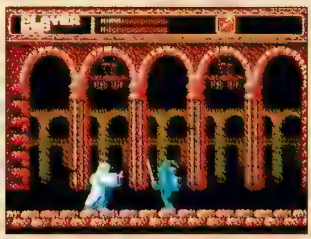
Double Dragon III by Acclaim ($49.95 – Available Now).

GamePro Game Rating

Sword Master

By Jim Luberda

In Sword Master, an NES action/adventure game from Activision, you use might and magic to battle your way through seven levels of intense combat against Vishok, the serpent God. At first, all you have is a sword, but later you can develop the powerful magic skills of a wizard.



The Magic Staff makes you the Wizard.

Two to Tangle

Sword Master forces you to develop a split personality. You can be the Sword Master or the Wizard and the trick is learning when to switch between the two.

As the Sword Master, you only have three methods of attack – slash up, swing right, and chop down. To destroy your opponents, you must string the moves together in different patterns. Unfortunately because there are only three moves, the sword fighting gets repetitious early on. Just the same, the animation is smooth and clear with just the barest hint of flicker.

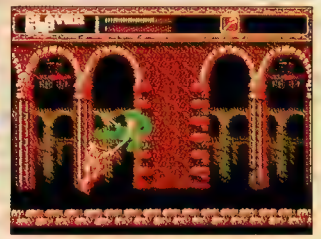
Enemies disappear in a flash

If you survive the early sword fighting, you earn a Magic Staff that enables you to transform yourself into the Wizard in an impressive flash of graphic glory. As the Wiz you turn in your sword for a magic flame. However, you might as well be holding a match, the flame travels a very short distance, so it's almost useless. Luckily, you can pick up additional spells during your quest, so your wizardly skills become much more potent.

PROTIP: The Wizard is most useful against the tall Blue Ogre. If you duck and keep firing, it'll never touch you.

Mind Thy Enemies

Sword Master is a real monster show. You'll face all sorts of weird monstrosities from killer wolves to fire-breathing Zillasaurs.



Watch out for the Lizard Man's jump kick.

Every time you successfully defeat one of Vishok's minions, you receive experience points. Save 'em or spend 'em. By saving them, you can eventually increase the length of your health gauge. As the Wizard you can spend them to cast more powerful spells. And you'll need every edge you can find. Some of the creatures here are EXTREMELY difficult to defeat, real blood boilers.

PROTIP: To avoid the Invincible Eyes, jump up and bump them with your back. You'll take some damage, but they'll fly away.

PROTIP: Charge the Level Three boss, but kill him quickly or he'll regenerate his hit points.

On the Level Graphics

Although Sword Master really makes you a feast for the beasts, at least it's a feast for your eyes, too. The graphics are razor sharp and the somewhat dark colors maintain the ominous mood of the cart without being too murky. Each level has a unique look and feel, with multiple levels of scrolling that make every scene intense. Slick animation gives each character a real 3-D look. The sounds complement the graphics perfectly to really pull you into the Sword Master world.

A map screen helps you find your way!

PROTIP: In Level Four be careful on the ledges. You need to stand on the very tip of them to make some jumps. (Don't go too far!)

The Final Cut

Sword Master's a cut above most hack and slash adventures, and you can interpret that two ways. The graphics and the sounds are dynamite, but the challenge is a knock out. The fact that you only get five lives to complete the game, makes it a practically impossible quest. The title says it all: Sword Master is for sword masters!

Sword Master by Activision ($44.95 – Available Now, 2 megs).

GamePro Game Rating

HOW MANY WAYS CAN YOU SPELL EXCITEMENT?

BASEBALLSTARS
DEXTERITYGAMEBOY
ALPHAMISSION
TANK
IKARII
IKARI2 FIGHTINGGOLF
TOUCHDOWNFEVER
GUERILLA
IKARI3
THE RESCUE

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CyberStadium Series BASE WARS

By Fanatic Fan

Take a baseball game, mix in a couple cyborgs, add a few assorted robots, some weapons, and a couple of quarts of motor oil, and you've got the recipe for Base Wars, the latest sports cart from Konami/Ultra.

Base Wars picks up where that arcade mega-hit, Cyberball, left off. But this time robots have replaced humans on the baseball diamond. With the addition of metal men to America's pastime comes a new set of rules. No longer does an owner's cash have to be spent on free agents, now it can be allocated for mechanical repairs and...weapons!

Take Me Out to the Brawl Game

While most of the traditional rules of baseball remain in Base Wars (three outs an inning, three strikes is an out, etc.), one major addition guarantees that Base Wars is not your run-of-the-mill baseball cart. Now you have to fight for the right to advance a base. You didn't think a lumbering hunk of metal could really "steal" a base, did you? Whenever a ball is put into play, any close play is fought out between the baserunner and the fielder.

That baby's outta here!

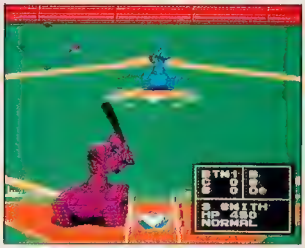
If a battle occurs, the game shifts from the traditional over-the-field view to a close-up battle screen. The two robots slug or shoot it out until one of their power bars reaches zero. If the winner of the battle is the runner, he's safe and he may advance another base if he desires. If the fielder wins, the runner's out and play continues.

PROTIP: When you reduce a robot's hit points to zero during a battle, stand as far away from the fallen foe as possible. You can take damage if you're too close to him when he explodes.

Medic! Mechanic!

There are two ways to win a game of Base Wars. Outscoring your opponent in nine innings or disabling three of the other guy's players.

Every robot has a certain amount of hit points at the beginning of the season. Every time you battle either you lose hit points when you take on damage or gain some back when you inflict some of your own. When your hit points hit zero, your robot is history! Early on it's a good idea to decide whether you're playing for runs or playing for kills.



PROTIP: Beaning an opponent causes 20 points or more of damage (depending on how fast the ball's thrown). It's worth walking a player if you can reduce a low hit point total even lower.

PROTIP: The computer opponent gets much tougher in battles after you destroy one of his players. It's a good idea to reduce three of his players' hit points simultaneously.

Build Your Team – Piece By Piece

Winning brings cash rewards, which can be used on repairs and robot upgrades. A whole arsenal of weapons and other devices are available for a price. If you're playing a full season, the team you start with and the team you have in the end will be extremely different.

Spend your winnings wisely.

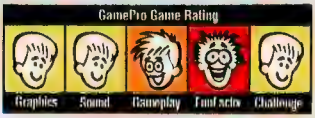
Nuts and Bolts

Base Wars is a lot of fun, but not flawless. Graphics and sound are only average, and the screen often is unable to scroll fast enough to keep up with the action. But the biggest flaw is a missing "quick play" mode similar to SNK's Baseball Stars. Base Wars lets you form a league with up to six teams, but you must suffer through games played between computer opponents if you're playing by yourself.

As a multi-player game, Base Wars really excels. It's a nice mix of baseball and battling – you'll never get tired of kicking the other guy's can – literally!

Base Wars by Konami/Ultra ($53.95 – Available May with battery).

GamePro Game Rating



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A fire breathing dragon, located at the bottom of a ten-level dungeon, is tormenting a race of giant ants, called the Arimaspe™. Your task, young alchemist, is to test your new skills as you travel through this enemy-loaded maze. Using alchemy, you will transform items you find, into items you need to conquer the Mysterium and save the giant ant civilization.

Mysterium... A Test of Endurance, Mind and Courage.

SIMPSONS: BART VERSUS THE SPACE MUTANTS

By Abby Normal

Hang up those capes and spiderwebs superheroes of yesteryear 'cause the baddest of bad boys, Bart Simpson, is here to take command of your post. The little bug-eyed guy is just in time, too, because a mass of tentacled Space Mutants has just paid Springfield an unexpected visit.

Don't Have a Purple Cow, Man

In this action/adventure combo Bart discovers that five sections of Springfield, including the local shopping Mall, Krustyland Amusement Park, and the Museum of Natural History are teeming with aliens disguised as humans. The trouble is nobody but Bart (via his handy X-Ray Specs) can see 'em. Alas, the Bart man is on his own in this one player game, and unless he works fast to collect and disguise various items such as hats, exit signs, and purple things that the aliens are after to help build their Ultimate weapon, Earth will fall into their slimy grasp!

Bart Grows Up

We were more than pleasantly surprised to see how Bart's cart has matured since the early version we saw in the late summer (see *GamePro*, Dec. '90). The addition of dozens of new obstacles, enemies, and items to be recovered cranked up the challenge factor tremendously.

Spoiled by the prime time animated Simpson's TV series, our expectations for the graphics may have been a little too high. Though the horizontal scrolling graphics aren't bad, they don't knock you outta your chair either. On the upside, Acclaim's done a good job of matching the same color scheme that's used on the series and they've got Bart's walk down pat.

PROTIP: To successfully nab Level One's first Krusty the Clown icon, good for an extra life, stand at the far left of the screen, wait for the Zebloid to jump towards the right, then use Bart's Super Long Jump to leap onto the garbage can. This gives Bart enough height to reach the ledge where the icon is.

PROTIP: Unless you want to get your bottom stung by a bee, take care not to jump directly in front of the first bush, located just past the buildings with the clothes line strung between them.

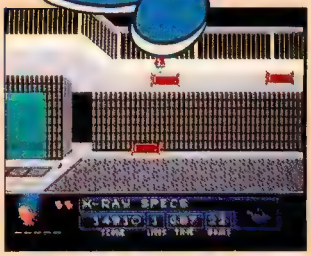
Aerosol Express

Along with his three main weapons (Spraypaint, a Slingshot, and a Dart Gun) Bart can also purchase a variety of other helpful items such as wrenches and rockets, something to use against enemies like Side Show Bob and the babysitter from hell, Ms. Botz. Making the purchases is simple, it's figuring out how, when, and where to use them that gets your blood boiling – it's also half the fun.

PROTIP: When you want to fire a rocket at something purple, position Bart to the left of the target and make sure his toes are resting on the crack of the sidewalk.

PROTIP: Bart likes a good flick, maybe he should stop by the theater at show time(s) to check out the purple attractions.

TM & © Twentieth Century Fox Film Corp 1990



PROTIP: To be safely carried over the wet cement in the Shopping Mall Level, go to the second floating platform and jump up and down three times.

Radical, Man

Bart and his family have come out of the starting gates lookin' strong. There's so much to see and do (don't leave a single shrub, ledge, or garbage can unexplored), that you'll, without a doubt, get many hours of enjoyable gameplay under your belt. Besides, how could you resist helping the king of smart alecs prove he's not such a bad guy after all.

Simpsons: Bart vs. The Space Mutants by Acclaim ($44.95 – Available Now).

QUANTUM FIGHTER

■ The setting—Earth, the future. ■ The defense computer protecting the entire planet has been invaded by a constantly mutating, evolving virus. ■ One lone volunteer has the courage to face the virus on its own ground. ■ Converted to raw data and transferred into the circuits of the computer, the molecular structure of this brave warrior is transformed by the as-yet untested Image Transfer System. ■ Into the circuits of the computer steps an unlikely hero—the Quantum Fighter! ■ Six levels of challenging action, unequalled game control, and a surprising arsenal of weapons!

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BATTLETOADS

By Boogie Man

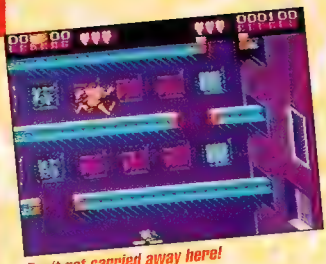
Whoa! What's happening at Tradewest! Their new cart, Battletoads, staged an amphibian assault that practically stole the 8-bit show at the Consumer Electronics Show in January. Check out this Preview!

Toads in Space

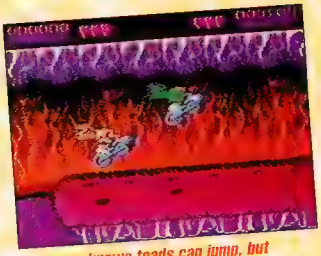
Battletoads is a futuristic action adventure cart where you can play one or two far out frogs from outer space. Zitz, Rash, and Pimple are a trio of totally tubular toads who along with their precocious avian pal, Professor T. Bird, are just cruising the galaxy looking for adventure. They find more than they can handle when the Dark Queen's gigantic battlecruiser swallows up Pimple and Princess Angelica as they're joyriding in his rocket-engined super car.

Try to hitch a ride up and out of the Snake Pit.

While the Toads do all the dirty work, the Prof monitors their progress across a game map screen from inside their starship, the S.S. Vulture (it looks like one, too). You'll get a kick out of the hand-to-hand fighting here. The Toads pack a massive power punch as well as a spectacular web-footed kick. They pick up weapons dropped by their enemies, hurl stones (or snowballs), or fight with fixtures they rip off the walls. If you're playing a two-player game, you can even carry your buddy if he gets knocked out. Better yet, throw him at your enemies! When the going gets really tough you shoot your Toady tongue out at the bad guys. Yuk!



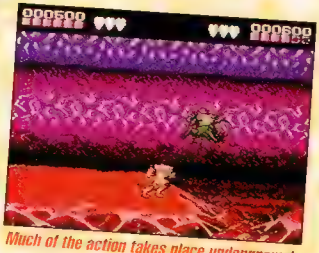
Don't get carried away here!



Everyone knows toads can jump, but that's the least of your worries here in the Fire Pit.

The Professor guides you every step of the way.

Naturally, Zitz and Rash are off to the rescue with the help of the Professor. Your search spans 12 awesome levels which either scroll vertically or horizontally. The Queen's gang includes the Psyko Pigs, the Mutant Ratpack, Robo-Manus, and the vicious Saturn Toadtrap.



Much of the action takes place underground.

The graphics in Battletoads are a real knockout. The Toads and their foes are some of the best-looking cartoon-style video characters to hit the small screen in a while. And the multi-scrolling backgrounds will blow your mind.

Cowabunga, Toad!

Battletoads should be hopping along some time in May. It's sure to draw comparisons to a certain group of teenage mutant ninja amphibians. But as this preview shows, at least in the NES arena, it appears that these Toady dudes can more than hold their own – even without the pizza.

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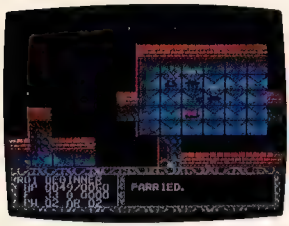
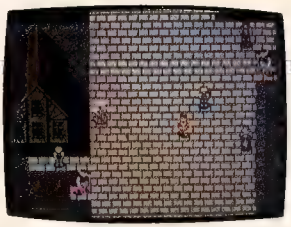


FATAL LABYRINTH:
Create your own journey each time you play. Search for weapons, magic, armor, shields, and food in rooms that mysteriously appear as you travel.



FATAL LABYRINTH:
Start the journey in the village outside Dragonia's castle. The village dwellers will tell you of their plight and what you need to do to save the world from darkness.

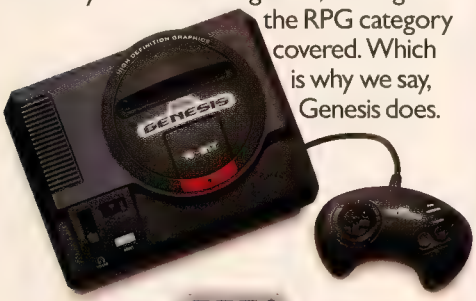
S JUST THE BEGINNING.

Fatal Labyrinth is fresh. Because you create the journey. And no two journeys are the same. Travel through 30 levels of ever-changing mazes, with new rooms and hallways revealing themselves at every turn. No hundred-page hint-books here. You're on your own.

Marauding ghouls have raided the nearby village and stolen the Holy Goblet, delivering it to the High Tower where the Dragon rules. With the goblet in his vile talons, soon darkness will consume the world.

As Trykaar, you will bravely enter Dragonia Castle and employ a vast array of powerful weapons and mysterious magic items, discovering their functions and uses as you journey headlong into the clutches of the Dragon's minions.

Whether you're new to dungeon travel or a hardened veteran, Fatal Labyrinth will hold surprises and high adventure unlike any other fantasy game. Every time you play, it's like a new, different game. And with Phantasy Star II,™ Sword of Vermilion,™ and Phantasy Star III™ coming soon, we've got the RPG category covered. Which is why we say, Genesis does.



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PHANTASY STAR II:
With 19 multi-level maze dungeons and 9 separate cities to explore, you'll solve twisted riddles and fight hundreds of Biomonsters that will hopefully lead you to your goal. Awarded "1990 Best Video Game of the Year" by Video Games & Computer Entertainment.

SWORD OF VERMILION:
Awarded "Best Genesis Fantasy Role Playing Game" by Game Players Magazine Sword of Vermilion combines the classic aspects of RPG with an innovative sideview combat system and Genesis sound and graphics.

PHANTASY STAR III:
The most asked about Sega sequel from consumers nationwide 7 unique journeys and 4 different endings. There are 9 worlds and moons to explore with characters that age, marry, grow old and die. Available in June.

By Fanatic Fan

It's been a regular pigskin smorgasbord these past couple of months. There's been major football releases for every game system: TV Sports Football for the TurboGrafx-16, NES Play Action Football for the NES and the Game Boy, and John Madden Football for the Genesis.

And now comes Joe Montana Football, the long awaited Sega football simulation for the Genesis. Joe told us (via TV commercial) that the Sega programmers were taking their time with this one – wanted to do it right. What he didn't tell us was that this cart has undergone a complete facelift since it first reared its head at the 1990 Summer Consumer Electronics Show.

Joe Goes Genesis

Sega took their time producing Genesis Joe and the quality shows. A crisp, clear digitized voice welcomes you to the game as soon as you turn on the cart and images of Joe flash across the screen.

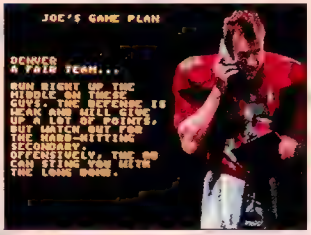
Joe Montana Football features a realistic offense – your running backs have to hit the holes and follow their blockers, you must "lead" your receivers (throw the ball ahead of them) to avoid interceptions.

On defense you can lay a bone-crunching hit on an opponent to jar the ball loose. You can also be called for pass interference if you hit a receiver before the ball gets there.

There are 16 teams to choose from, based on the playing abilities of their 1989 NFL counterparts. You can also choose the length of the game (from 10 to 60 minutes), whether there will be penalties, and the type of game you'll be competing in (regular season, Sega Bowl, or two minute drill).

Left on the Cutting Room Floor

Joe Montana Football started out with a horizontal screen layout so you could see a larger portion of the field at one time. The PC and the Sega Master System versions kept their side-to-side perspectives, but this plan was scrapped for the Genesis.



PROTIP: If you're a beginner, select a strong team such as Los Angeles (Raiders, not Rams), San Francisco, New York, or Buffalo.

Other features that were in the orignal plan but never saw the light of day were: a League Play and "Save League" feature, two-player cooperative play, audibles at the line of scrimmage, instant replay, and the computer's ability to learn your playcalling tendencies.

Some of these features just didn't fit into the program, others were scrapped because of impracticality. But Joe Montana Football probably looks the way it does because John Madden Football was so great.

John Madden Football, for those of you who haven't seen it, uses a vertically scrolling field, and it works well. Joe Montana Football now uses this same view.

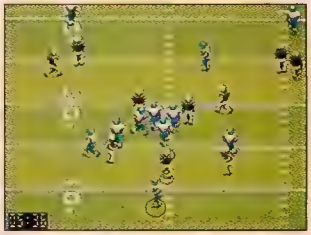
Joe vs. John

So which is better, Joe or John? If you're a football fanatic, both games will score a touchdown with you. Some key differences between the two: John lets you see all three receivers at once on offense, in Joe you have to hit a button to view one of your other receivers. John's manual is full of valuable gameplaying info (e.g. every player is rated in four categories). Joe's passing plays are more exciting because tipped passes can often be caught by other players. In a regular game the Joe Montana computer is easier to defeat than a similar game against the John Madden brain, but the Sega Bowl final game on Joe Montana is the toughest of all (because it cheats, but more about that later).

The Niner Massacre

One of the grueling tests we subjected Joe Montana to was the obligatory "How good is the computer" trial. This is something you probably go through when you get any sports game. The more challenging the computer player is, the more life you'll get out of the cart.

PROTIP: Block a punt by selecting the player in the middle of your front five. Move him slightly to the right before the computer team snaps the ball, this way the computer blocker will miss your charging player. When the ball is hiked, charge forward and hit the B button to put your player's arms in the air. If you line up with the punter, you'll often block his kick.



PROTIP: If you have a speedy left linebacker (like LA does), your best defense against the computer is Nickel formation, double coverage. When the ball is snapped blitz in through the middle and hit B to put your player's arms in the air. You will often tip the pass or sack the quarterback.

We decided to take on the world champion 49ers with the Los Angeles Raiders. To say this game was a blowout

Pride and Poise!

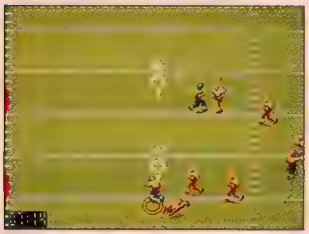
would be an incredible understatement. After one quarter, the Raiders led the Niners 44 to 0, and it got a lot worse!

After a 60 minute game, the Raiders whipped the Niners 200 to 25. Yes, you read that right, 200 points and a total of 1,349 yards on offense...scary! However, during the Sega Bowl it was a different story.

Injuries take a toll.

PROTIP: Bombs away! The computer team is heavily susceptible to the long pass during a regular game.

We said earlier that this game "cheats" during the Sega Bowl and we meant it. If the computer decides it wants to score, there is very little you can do about it, no matter how good you are. Seven of your men won't be able to bring down their ball carrier.



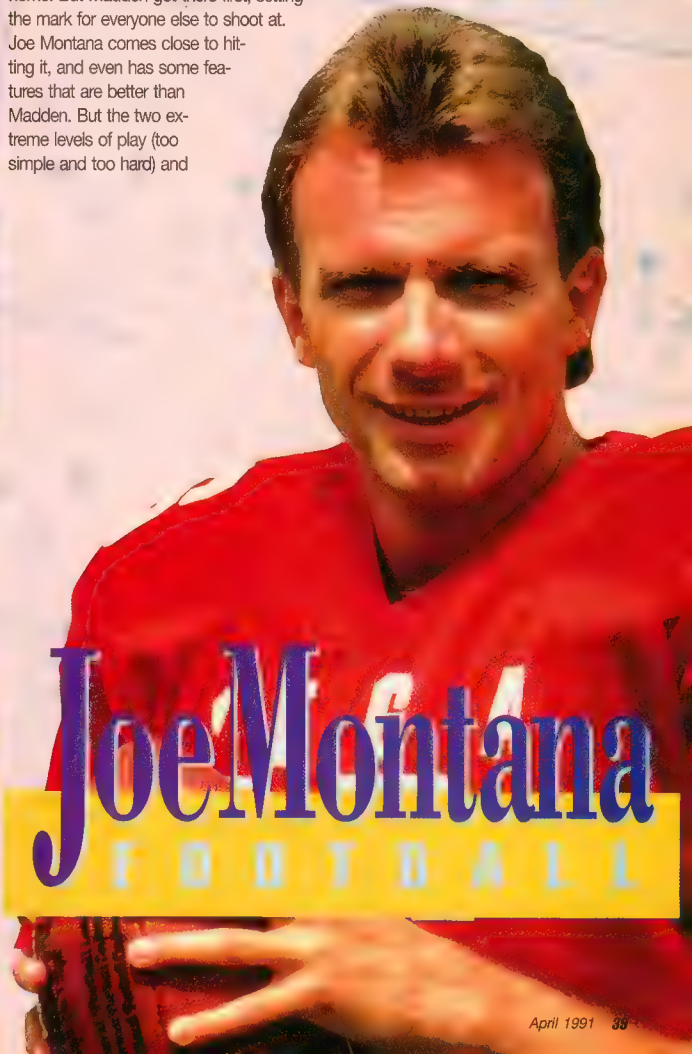
The Detroit halfback breaks a tackle.

Beating the computer during the finale is almost impossible. The only way to succeed is to outscore the computer, and then not leave it enough time to march down the field for a final score. He who has the ball last is usually the winner.

The Final Score

If John Madden Football from Electronic Arts didn't exist, we'd probably be singing the praises of this cart, calling it the best football game ever made for the home. But Madden got there first, setting the mark for everyone else to shoot at. Joe Montana comes close to hitting it, and even has some features that are better than Madden. But the two extreme levels of play (too simple and too hard) and the lack of team charts in the manual really detract from the overall quality of the game. Let's call Joe Montana Football for the Genesis a definite playoff contender, but with limited Superbowl possibilities.

Joe Montana Football by Sega ($49.95 – Available Now).



By Andromeda

Thunder booms in the distance and flashes of blue lightning illuminate and eerie, dark, and mysterious landscape. Stormy Genesis weather? Perfect for the StormLord!

StormLord from RazorSoft is a combination action-adventure-puzzle title with intriguing gameplay that you'll find hard to walk away from.

Not Just Another Pretty Face

In fact, in this one-player game you'll do a lot of walking as you try to rescue a multitude of enchanted princesses who are trapped in bubbles.

OK, so the basic storyline isn't original. At least you get 10 levels with up to eight imprisoned princesses per level, and there's a time limit.

You have to scour the desolate countryside to find all the royal prisoners. Each horizontally-scrolling level is actually a cleverly illustrated, complex maze of obstacles including locked doors, pits, cliffs, boiling lava, fire-breathing statues, and more. Living obstacles also abound

The Goblins will get you if you don't watch out!

in the form of sorcerers, man-eating plants, hopping goblins, spear-carrying gargoyles, fire vultures, flying dragons, and others too horrible to contemplate.

PROTIP: Try to destroy the eggs containing blue gargoyles before they hatch!

PROTIP: Hopping goblins are easiest to avoid if you simply crouch and let them hop over you.

What makes the game interesting is that you can't rescue the princesses in a linear fashion. For example, obstacles and monsters may force you to journey far to the right towards the end of the level to rescue one princess, and then backtrack to the middle of the level to free another, and so on.

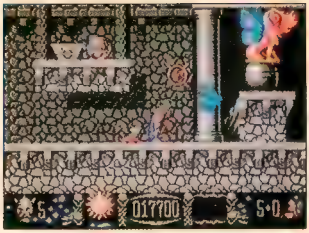
As you advance to each new level you'll discover that the princesses are more difficult to rescue and that the enemies are more numerous and relentless. You have until the Moon is high to complete each level or your game ends.

On the Wings of an Eagle

The StormLord, however, is in no hurry. He kind of heel-toe's it through each level, but you can pick up the pace by catching a ride with Reizarb the eagle. Just stand on certain magic stones and he flies you to and from different areas of the level.

You take care of business by casting magic stars and tossing swords, but the real key to success is learning how to make clever use of the multitude of special objects you find scattered throughout the land such as Umbrellas, Winged Shoes, and Honey.

PROTIP: Remember, Umbrellas come in handy when it's raining.



PROTIP: Winged Shoes help you to make mighty leaps.

PROTIP: Water is useful for putting out fires.

PROTIP: Bees certainly love Honey, but don't hang around when they come to feed.

You begin with five lives, but you can earn additional lives during the Bonus Rounds at the end of each level.

Run from side to side and grab falling princesses to earn extra lives.

The One Who's Saved Your Bacon

Three cheers for a hack and slash cart that features action-packed gameplay where you use your mind as well as your controller to acheive ultimate victory. Original gameplay bolstered by gorgeous graphics and nifty sound effects should enable this cart to take gamers by storm!

StormLord by RazorSoft (Price Not Available – Available June '91, 4 megs).

GamePro Game Rating

STORMLORD

FLYING WARRIORS

CHAPTER 5

THE FATE OF THE FLYING WARRIORS

In the ancient universe there was a desperate struggle between the Light and the Dark Dimension.Toward the end of long and totally destructive war, a warrior, the Dragonlord, appeared, He defeated Demonyx, the Lord of the Dark Dimension,and brought peace back to the world. But when Demonyx was sealed by the Mandala,he left an ominous prophecy,saying"When a red star appears,the power of the Dark will revive".Now,the evil red star has returned.

The Mandala seal was broken by the members of the Dark Dimension,and Demonyx has been strengthening his evil power.

Is he going to take over the world?

However,there is another prophecy."When the world is in crisis, five warriors from the Light Dimension will fly down from the sky".

Rick Stalker,a master of Kung-Fu,was suddenly attacked by an enigmate fighting group,the Tusk Soldiers.Through this battle he realized his mission as a warrior of divinity and was awakened as a "Flying Warrior"!!Now he is in a journey to find the other four "Flying Warriors".

One day he joined a match held on Demon's island.He met a mysterious lady and an overwhelmingly strong young man there.

THE WINNER OF A-BLOCK.

RICK STALKER!

THE WINNER OF C-BLOCK,

GO HAYATO!

I KNEW HE WAS GOING TO WIN!

YOU WERE RIGHT.

EXCELLENT MATCHES!! ALL OF YOU DID A GREAT JOB. CONGRATULATIONS! I'M THE CHIEF OF THE SECURITY DEPARTMENT OF GTG, THE SPONSOR OF THIS TOURNAMENT. THE REASON I'M HERE TO SEE THE THREE OF YOU IS…

TO ASK FOR YOUR HELP. THE REAL PURPOSE OF THIS TOURNAMENT IS TO RECRUIT A SECOND INVESTIGATION TROOP

OUR SECRET RESEARCH INSTITUTE IN SOUTH AMERICA SUDDENLY LOST COMMUNICATIONS WITH US. WE SENT OUR FIRST SPECIAL TROOP TO INVESTIGATE,BUT WE ALSO LOST COMMUNICATIONS WITH THEM. WE DON'T UNDERSTAND WHAT'S GOING ON THERE.

I KNOW THIS IS A SUDDEN REQUEST,BUT I'D LIKE YOU TO JOIN OUR SECOND INVESTIGATION TROOP.WE NEED YOU TO GO OVER THERE, AND RESCUE OUR STAFF IF THEY'RE STILL ALIVE.OF COURSE IT'S ALL UP TO YOU IF YOU WANT TO DO IT OR NOT

WE'VE TRIED EVERYTHING, BUT ALL FAILED. SINCE THE MASTER OF KUNG-FU, YOU'RE OUR LAST HOPE. WILL YOU ACCEPT MY REQUEST?

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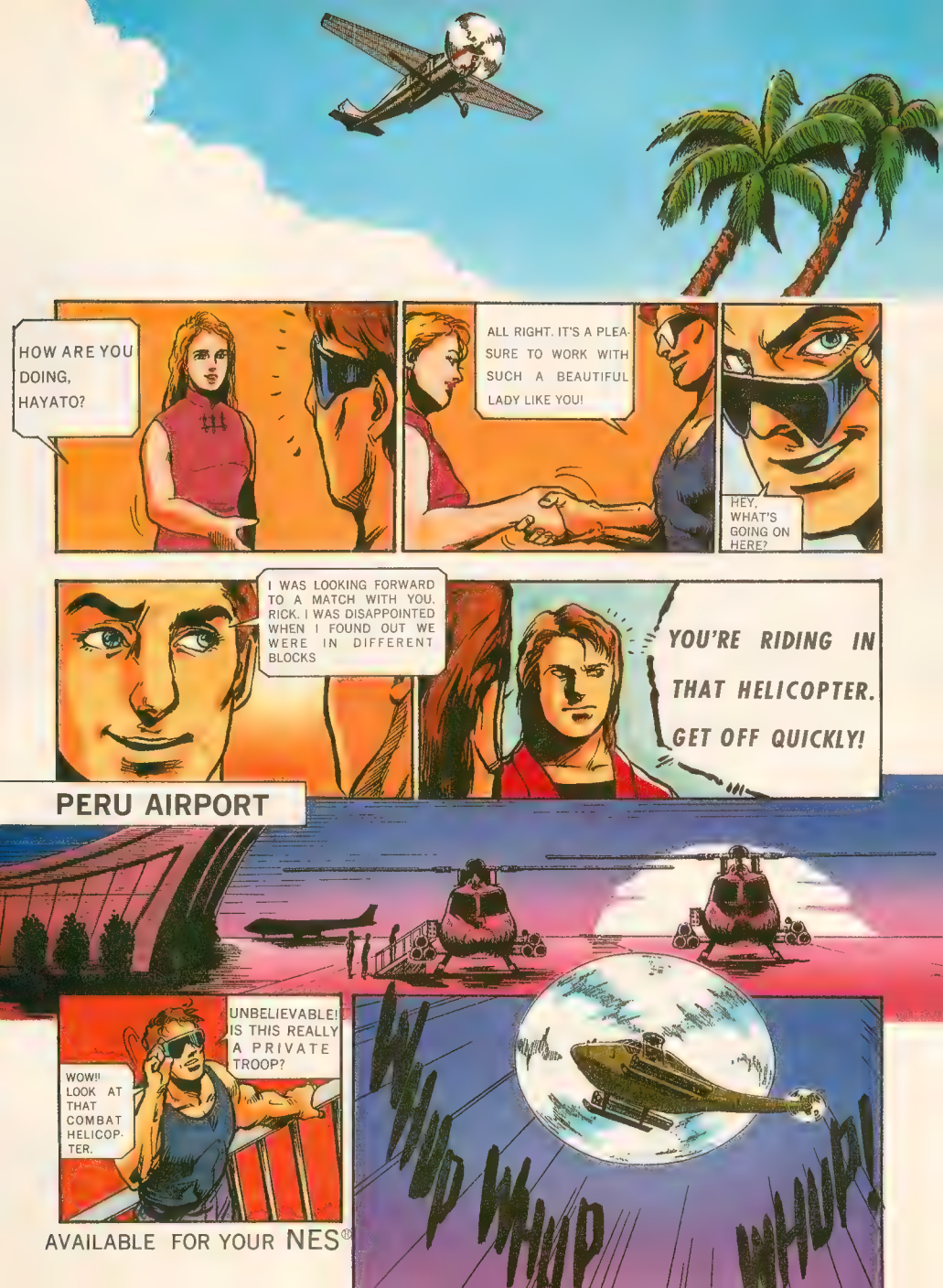

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LOOK OUTSIDE.

ARE WE GOING THERE?

WHAT THE HECK IS THAT? IT'S LIKE A DARK FOG.

.....

THE PARACHUTES ARE IN THE BACK OF YOUR SEAT.

ALL OF YOU NEED YOUR PARACHUTES TO JUMP HERE. I WISH I COULD GO DOWN, BUT IT'S DANGEROUS. PLEASE UNDERSTAND.

ARE YOU READY? GOOD LUCK!

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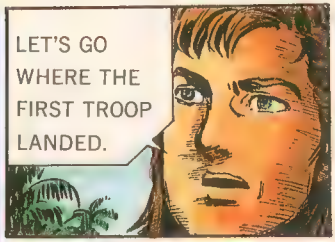
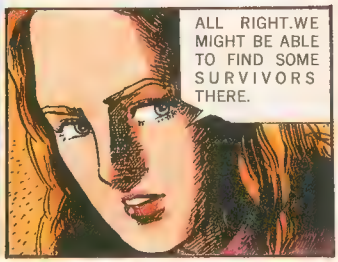
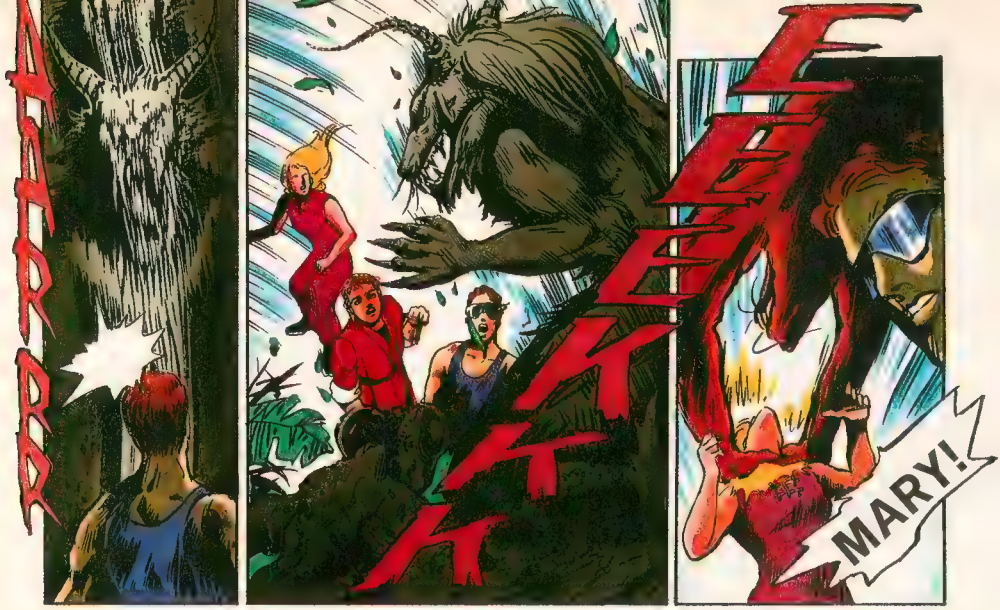
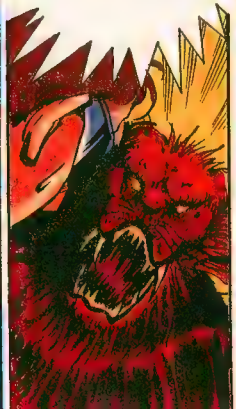





ATTACK!!
EEEKKKK
MARY!

WHAT ARE THEY?
WHOA!
GO HELP MARY, HAYATO! I'LL TAKE CARE OF THESE GUYS.

OK
OK!HEY,YOU, MONSTER! LET HER GO!!


YOU HAVE BAD TASTE!!

EEEKK

THUD!
HA
TRANSFORM!!
THE SWORD OF VIJAYA!!
RICK!
SHHHHHH
GO AWAY, MONSTER!!!

WHOA!

WHAT'S THIS LIGHT?

FLEE

※WHAT'S GOING ON? HAYATO AND MARY ARE-- HAYATO AND MARY ARE TWO OF THE FIVE WARRIORS RICK HAS BEEN SEARCHING FOR.

BODASH!!

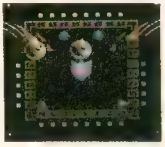
WHAT HAS HAPPENED TO ME?

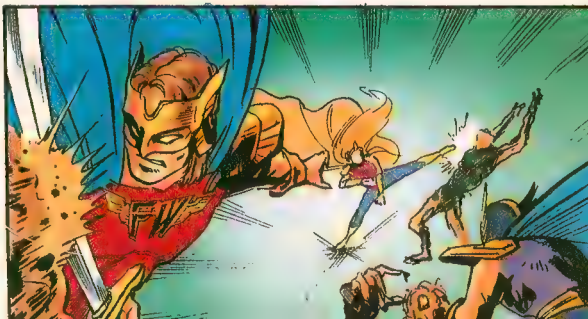
HAYATO, MARY, WATCH OUT!! THEY'LL GET YOU.

THE SWORD OF VIJAYA

The "Flying Warriors" are the only warriors who are allowed to use this sword.It has the ability to find and react to it's possessor and helps the other possessors awaken to the mission, The light of awakening easily destroys most of the monsters of the Dark. This sword is also a part of the Mandala which is the most powerful item to seal Demonyx's power

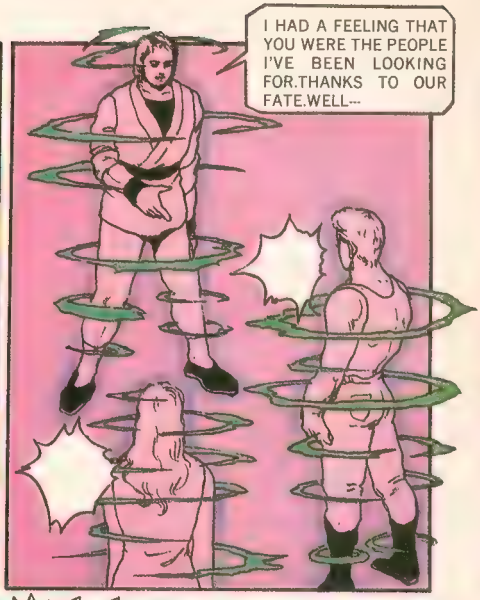
Now, this Mandala was broken by someone and the most of the pieces are in the enemies' hand.
The orb which Daritarha, one of the big four, had in the last chapter, is also a part of it.
The completion of the Mandala is the secret to seal Demonyx's power.



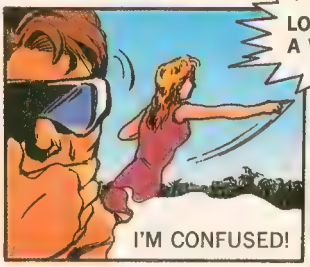


WELL, IT'S OVER NOW.

WHAT HAPPENED TO US,RICK?

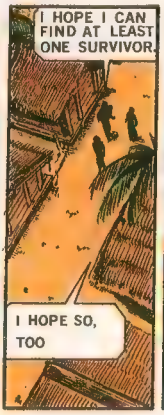

I HAD A FEELING THAT YOU WERE THE PEOPLE I'VE BEEN LOOKING FOR.THANKS TO OUR FATE.WELL---

AND..


I'M CONFUSED!

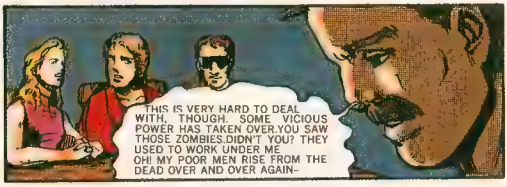
LOOK! THERE'S A VILLAGE.
LET'S GO! WE MAY FIND SOMEONE.

LOOK,OVER THERE! SOMEBODY'S COMING!
HE'S NOT A ZOMBIE,HE LOOKS HUMAN TO ME.


I HOPE I CAN FIND AT LEAST ONE SURVIVOR.
I HOPE SO, TOO

WHAT ARE YOU DOING IN THIS VILLAGE?
WHO ARE YOU?
THE SWORD--! IS HE THE ONE, TOO?

FLYING WARRIORS



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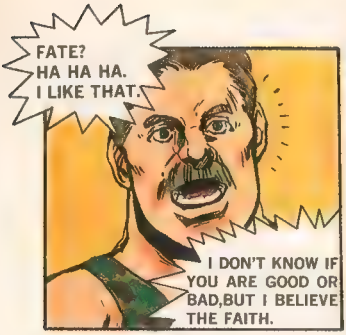
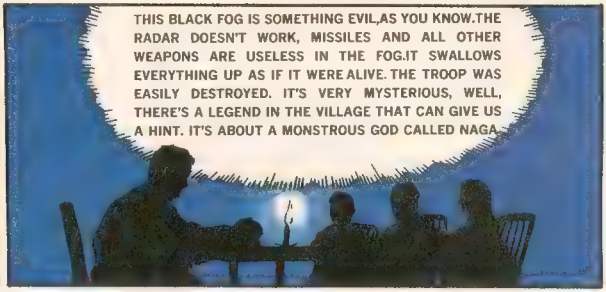
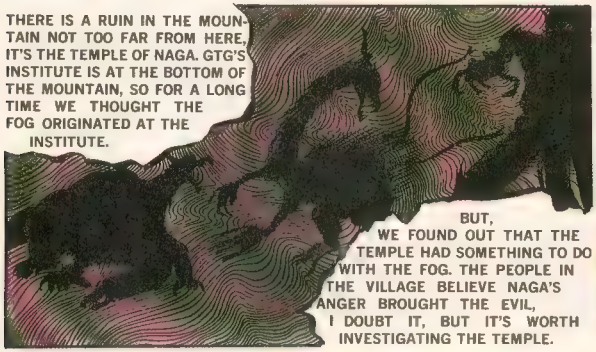
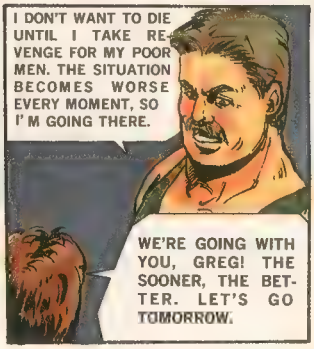

FATE?
HA HA HA.
I LIKE THAT.
I DON'T KNOW IF YOU ARE GOOD OR BAD,BUT I BELIEVE THE FAITH.

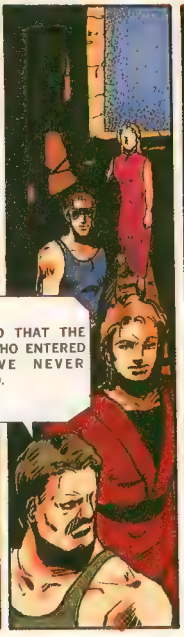

THIS BLACK FOG IS SOMETHING EVIL,AS YOU KNOW.THE RADAR DOESN'T WORK, MISSILES AND ALL OTHER WEAPONS ARE USELESS IN THE FOG.IT SWALLOWS EVERYTHING UP AS IF IT WERE ALIVE. THE TROOP WAS EASILY DESTROYED. IT'S VERY MYSTERIOUS, WELL, THERE'S A LEGEND IN THE VILLAGE THAT CAN GIVE US A HINT. IT'S ABOUT A MONSTROUS GOD CALLED NAGA.

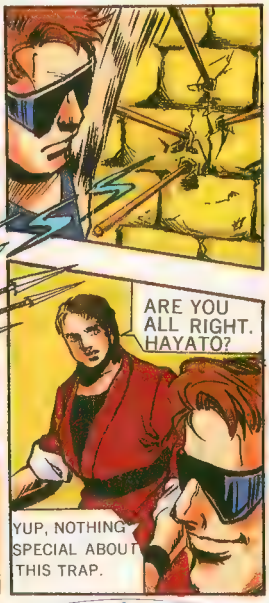

THERE IS A RUIN IN THE MOUNTAIN NOT TOO FAR FROM HERE, IT'S THE TEMPLE OF NAGA. GTG'S INSTITUTE IS AT THE BOTTOM OF THE MOUNTAIN, SO FOR A LONG TIME WE THOUGHT THE FOG ORIGINATED AT THE INSTITUTE.
BUT, WE FOUND OUT THAT THE TEMPLE HAD SOMETHING TO DO WITH THE FOG. THE PEOPLE IN THE VILLAGE BELIEVE NAGA'S ANGER BROUGHT THE EVIL, I DOUBT IT, BUT IT'S WORTH INVESTIGATING THE TEMPLE.


I DON'T WANT TO DIE UNTIL I TAKE REVENGE FOR MY POOR MEN. THE SITUATION BECOMES WORSE EVERY MOMENT, SO I'M GOING THERE.
WE'RE GOING WITH YOU, GREG! THE SOONER, THE BETTER. LET'S GO TOMORROW.

THE THICK BLACK FOG COVERS THE AREA COMPLETELY. IT EVEN SHUTS OUT THE SUNLIGHT. THE TEMPLE COMES INTO SIGHT DIMLY THROUGH THE FOG, BUT IT DISAPPEARS AGAIN SHORTLY THERE AFTER—.

THAT'S THE TEMPLE OF NAGA····
I SEE···· THAT IS THE TEMPLE OF NAGA.





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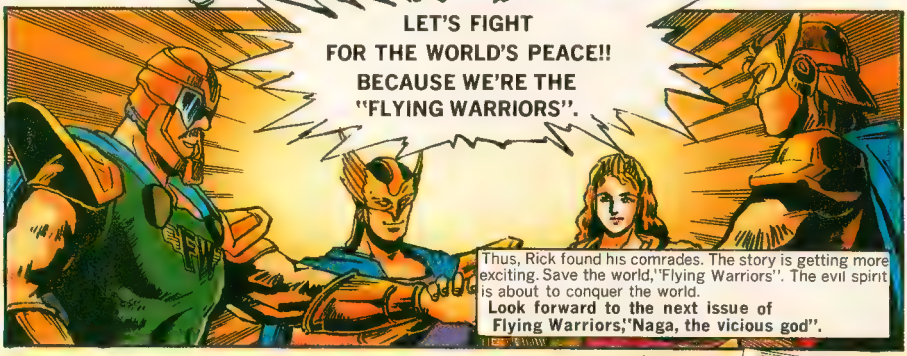
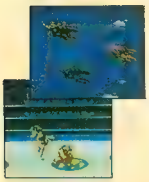
NO!
A GIGANTIC ROCK!! THERE'S NO PLACE TO HIDE!!
THE SWORD OF VIJAYA!!
YOU'RE "FLYING WARRIOR" TOO, GREG!!
WOW!! WHAT'S THIS LIGHT?
GREG, SMASH THE ROCK NOW!!
WHAT'S GOING ON?
!!
BLASH!!



Thus, Rick found his comrades. The story is getting more exciting. Save the world,"Flying Warriors". The evil spirit is about to conquer the world.
Look forward to the next issue of Flying Warriors,"Naga, the vicious god".

Check with your local toy stores for availability.



WOW!! Everybody's so excited to get this new game!

The comic receives many responses. We are trying our best to keep up with the fans

Thank you for your letters We will use these ideas in future series

We all enjoy your letter Send us more.Don't forget to write down your age

These are some of the fan letters we received recently.

Dear Flying Warriors Comic,

"I have read Chapter 1 and Chapter 2 of your comic and found them to be very interesting as well as exciting. The artwork is superb and unique---You have just opened up a new and unique dimension in the world of comic books. Keep up the good work!!"

M • N

AVAILABLE FOR YOUR NES®

Send all letters to:
CULTURE BRAIN USA, INC.
15315 N. E. 90th Redmond Washington 98052
Tel. (206) 882 2339 Fax. (206) 882 2320

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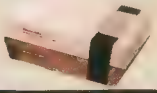
WHAT'S UP?

PREVIEW

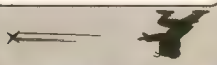
CULTURE BRAIN™

Something's happening.



Culture Brain's

game comic has two new hot characters!



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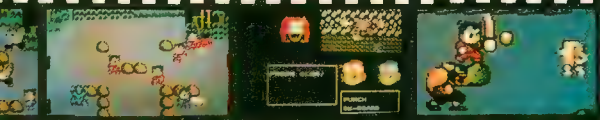

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NINJA BOY™

THE SERIES WILL START IN THE NEXT

GAMEPRO™ magazine!

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The Nintendo Tip of the Week

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GamePro's Hot Tip Hotline Program Guide

The Hot Tips Bulletin Board

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Hey GamePro's, get island fever with Adventure Island II! This challenging cart is definitely not for beginners with its new and more intricate worlds. So get smart and call the Hot Tips Hotline for all the secret strategies!

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This test of swords and sorcery will challenge the most experienced adventurer! Even an expert swordsman will have a tough time with the treacherous monsters in this Genesis title. So before the quest is met, be sure to dial the Hotline for battle tactics from the Pro's!

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You axed for it, you got it! The legend continues with this long-awaited sequel that has the same magic as the first, but with snazzier graphics, and more power-ups. Chop til' you drop, but don't challenge evil Brother Zach without calling the Hotline!

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Fans of Contra and Super C get set – Operation C is an all-new adventure for you! Featuring awe-some graphics, large characters, nonstop action, solid tunes, and great gameplay Operation C is loads of fun. Be sure and get the latest tips and tactics on the Hot Tips Hotline!

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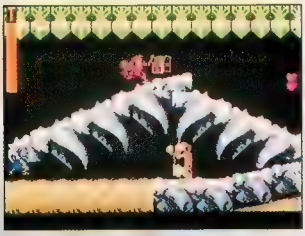
In days of old
when knights were bold
And the Genesis
was just invented,
They programmed a host
of Ghouls 'n Ghosts
And gamers were contented.

By Brother Buzz

One day Ghouls 'n Ghosts will be in the Genesis Hall of Fame, but G 'n G for the Sega Master System just might make its own bid for all-time gaming honors. Ghouls 'n Ghosts is a slash and dash action/adventure cart that mimics the Genesis version excellently.



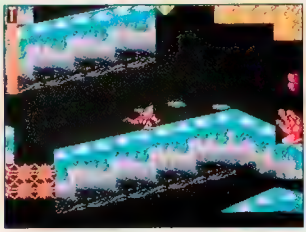
Dinosaur bones make running a trip.

Heroic knight Sir Arthur is one of the original princess-savers, and he's out to rescue Princess Tamara from the clutches of the vile Dark Prince, Loki. Run, jump, and hit that fire button – sure you've done it all before, but gadzooks! it's still fun!

Journey through Terror

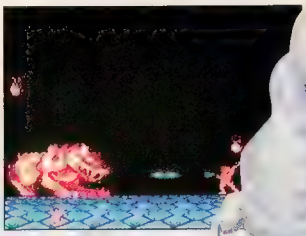
Sir Arthur's five stage journey covers some of the most challenging SMS terrain around. Each stage consists of two rounds followed by a free-for-all versus a Gatekeeper, the boss who holds the key to the next level. All but one round scroll horizontally.

No vacation spots here; you'll tackle the Hill of Torture, the Village of Decay and Destruction, Baron Rankle's Tower, the Crystal Forest, and the creepy Castle.



Don't shake hands here!

Loki's minions overrun the land, and they exist to make your visit as unpleasant as possible. Take a hit and to add insult to injury you lose your armor and then your life. But though Spirits of



Naked vs. the Fire Lion.

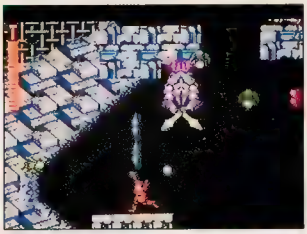
Death, Pigmen, Skull Blossoms, mutant dragonflies, and Fire Bats look fierce (especially if you're only wearing underwear), it's negotiating the tricky obstacles such as rickety bridges, fire pits, tongue escalators, and a slippery stream bed that make the challenge intense.

Fight your way to Loki's doorstep and then you may find that it's like déjà vu all over again.

PROTIP: To beat the Stage 1 Demon boss, stand underneath its floating head and fire up at it. If you have the Red Armor, you can get it before it gets you.

Might Makes Right

The action's lively enough to keep your thumbs busy and your wits on edge without short circuiting your brain. Arthur's got a good arm (he throws all his weapons), so a keen shooting eye is your best offense. You start out with the trusty Javelin, but you can find Daggers, Axes, Discuses, and Fireballs. For added punch you can



PROTIP: In the vertical Stage 3-1 go right young man (or woman)!

acquire five types of magic, too, but you can actually make it most of the way through without using any at all.

PROTIP: If possible, upgrade your shoes first. Stage 2-2 is torture with the ordinary Silver Shoes.

PROTIP: The dagger is the best weapon. It's quick, and it has the longest range.

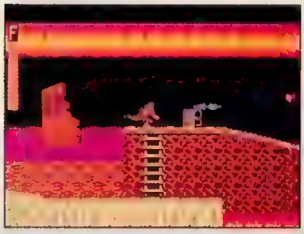
You get help along the way in the form of Treasure Chests, which can rise up out of the ground anywhere. Blast 'em open and you may reveal a secret Cave, where you can upgrade your protective armor, don faster shoes, or recharge your magic power.

Choose your equipment wisely. It doesn't appear that often.

PROTIP: In general, Gates appear once each stage (unless you die and continue). After that you can bet that the Wizard is waiting for you in the remaining Treasure Chests.

PROTIP: If your life points are low, grabbing Armor from a Gate will restore them even if it's the same color as the suit you're wearing.

However, ninety percent of the time Chests hide the pesky Magician. If you aren't fast on the draw, he'll turn you into a daffy duck (if you're wearing armor) or an old geezer (if you aren't).

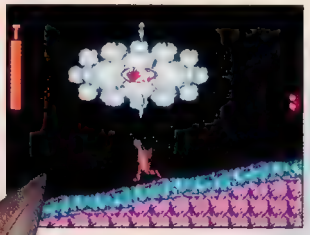


Treasure Chests are full of surprises.

Unlimited continues help you make a strong bid for the endgame screen, but there's no password feature so be sure you've paid your electric bill if you try to go all the way.

Ghoulish Looks

Ghouls is a sharp-looking 8-bit cart. The graphics are excellent and the animation's smooth, with the just the barest twinge of flicker. Sir Arthur is a neat little cartoon-character, and it's a crackup when he loses his clothes or turns into a geezer. The monsters look pretty mean,



The Red Armor helps out in stormy weather.

particularly the Demon Heads and Loki. The music, though, rates in the lower half of the SMS Top 40 and the sound effects are minimal.

PROTIP: Stand above the Stage 4 Wurm boss' five hearts and attack them when the valves are closed.

PROTIP: When you encounter Stage 5-2's floating Demon Heads, attack the one on the right first. If you destroy it, keep moving right until the Head on the left goes off screen. Next move left until only the very tip of its horn appears. It won't fire at you, but you can destroy it offscreen.

PROTIP: After you defeat Stage 5-2's Demon Heads, you'll come across two large doorways where two Blue Ogre's are hiding. To avoid a fatal crossfire find the spot in between the doorways where you can't be hit and only one of them appears at a time.

Good Knight

Ghouls 'n Ghosts is about as good a video adventure as there is. SMS crusaders searching for a quest ought to party hearty with Sir Arthur.

Ghouls 'n Ghosts by Sega (Price Not Available, Available April '91, 2 megs).

Ghouls 'N Ghosts

By Bro Buzz

Look sharp, TurboGrafx cavepeople, that hard-headed little dude from the past is back and this time he's out for revenge! Bonk's Revenge, the sequel to Bonk's Adventure, should be rolling along some time this summer. NEC and Hudson Soft were nice enough to ship us a preliminary version of the PC Engine cart soon to be released in Japan, so that we could give you an advanced look.

Heads Up

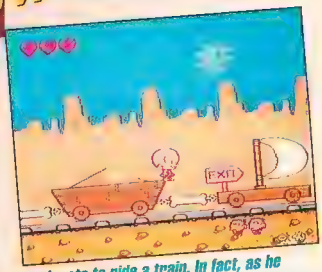
At press time, the story line was still under wraps. Oh well, we knew hardcore Bonk fans (like us) had to have a look anyway.

At least it's obvious that Bonk is still head strong and that he's still got the most powerful overbite in the land that time forgot. During this multi-level adventure, however, Bonk gets to ride on prehistoric trains and battleships. He also gets a little sun on the beach and cools off with a romp in a winter wonderland. But those nasty prehistoric monsters including voracious piranhas, little pterodactyls, snowmen, and some old favorites like the Shellheads would like nothing better than to send the Bonk-ster to dream land.

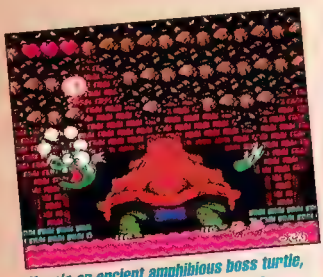
Bonk Good!

Don't worry, although Bonk runs into a horde of goofy boss creatures, he still has a knack for making friends the hard way – by using his head. And this version of Bonk is as complex as the first with scores of undocumented secret rooms, camouflaged 1-Ups, hidden warps, and other surprises waiting for you.

So dust off your hard hats, neanderthal head cases; once again it's time to go Bonk-ers.



Bonk gets to ride a train. In fact, as he works his way through this level the trains become more modern as he goes.



Here's an ancient amphibious boss turtle, who's really not bad once you "make friends."

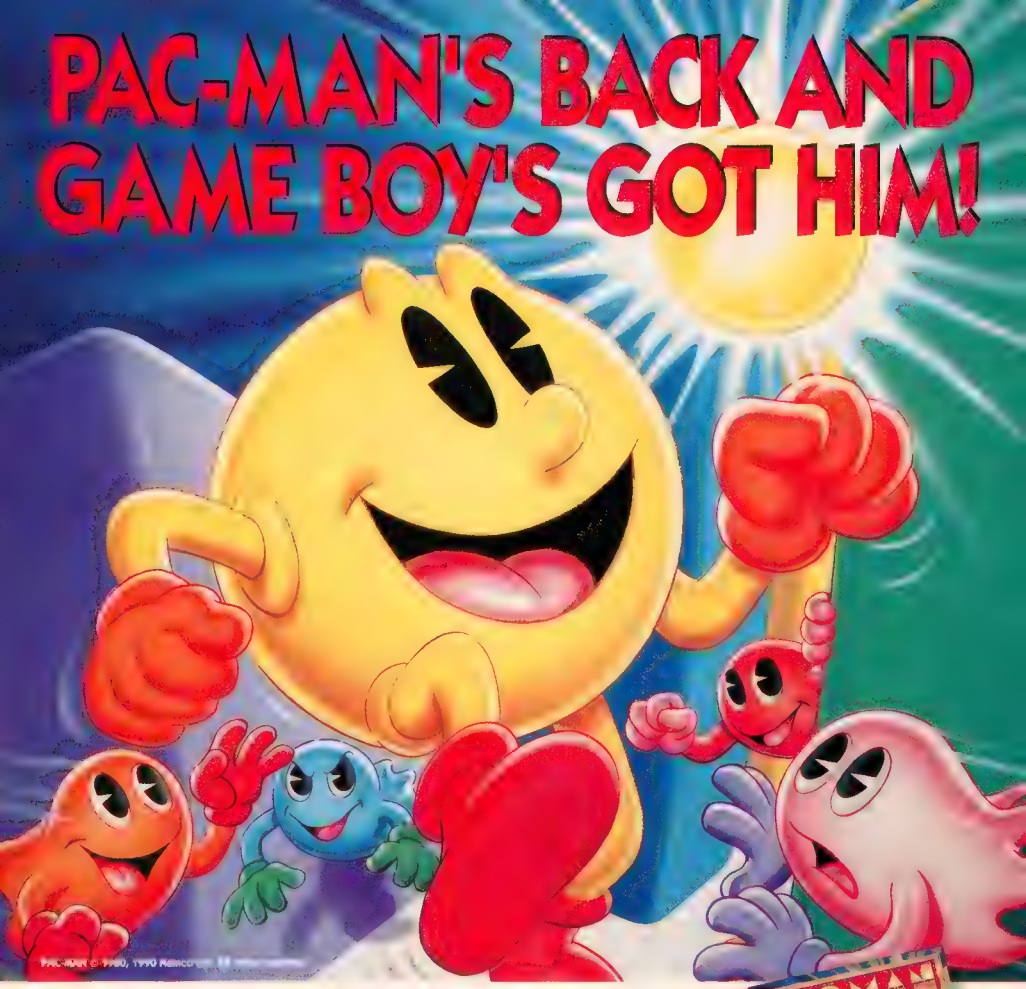
Prehistoric sunbathers and surfing Shellheads are really no fun in the sun. Pass on the lotion, too.

The piranhas like to put the bite on Bonk, and they hate to let go.

Red meat still gives Bonk an atomic fit, but it really helps him beat the bad beasts.

BONK'S REVENGE

PAC-MAN'S BACK AND GAME BOY'S GOT HIM!



The arcade classic Pac-Man makes his Game Boy™ debut in this sensational new release from Namco. Relive the adventure as you munch your way through twisting mazes filled with power pellets, bonus fruit, and those wicked ghosts! Beware of their touch- they've been known to snack on Pac's.

Hook up with a friend to double the excitement in this first 2-player Pac-Man.™ Determine the challenge by choosing the number of lives you'll need to defeat your opponent. Add fuel to the rivalry by using the handicap feature which allows two players to begin in different rounds. Gulp down a ghost and shoot'em to your opponent's maze!

There's Ghosts to gobble so get Pac'n.

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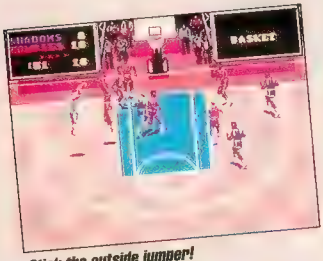
TV SPORTS BASKETBALL

By Fanatic Fan

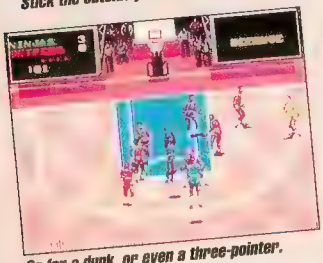
TV Sports Basketball is the first five player basketball video game ever made. That's right fans – using the TurboTap, up to five people can team up against the computer team, or go head-to-head-to-head.

There are eight teams to choose from, each with a unique style of play. For example, the Outlaws play Laker-style basketball – plenty of fast breaks with these guys. The Pirates are very defense-oriented – much like the 1988-90 Detroit Pistons. Just like in the NBA, you compete against both weak and strong teams.

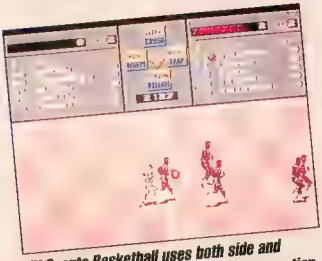
Digitized audio feedback enables you to hear foul calls, steals, blocked shots, and cheering from the sidelines.



Stick the outside jumper!



Go for a dunk, or even a three-pointer.



TV Sports Basketball uses both side and overhead views to bring you the game action.

You can set your own plays – picks, screens, post ups, and clear outs. On defense you can crash the boards, release for a fast break, pack the middle, or trap the ballhandler. This is a cart for diehard hoopsters!

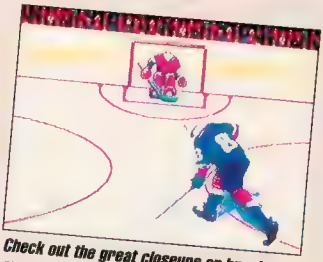
TV SPORTS HOCKEY

Like its basketball counterpart, TV Sports Hockey can be played by five people at one time. Of course, it's a great one-player game as well. Eight international teams face off in a full season of slapshots, slashing, and high sticking.

You decide whether to play with "full rules" (offsides, icing, and offsides passes are called) or "loose rules" Each team has three lines of players, every line rated in four categories: Speed – how fast a player accelerates and reaches top end. Strength – how many punches a player can take during a fight and how likely their bodychecks are to knock an opponent on his rear. Stickhandling – a player's passing and shooting accuracy and how well they control a pass, and Stamina – how quickly a player tires, which effects all his abilities.

Play too rough and you'll end up in a two-man brawl, complete with sound effects and blood! Yes, sports fans, this game's got it all!

TV Sports Hockey uses an overhead perspective similar to TV Sports Football.



Check out the great closeups on breakaways!

Everything you'd expect from a hockey cart is here – including the fights!

SMASH
INTO THE FUTURE

In a futuristic sports arena, you're running upfield, free and clear, when WHAM! your opponent slams into you with a bone-jarring tackle knocking the ball loose. On defense, switch control to your nearest player, then devastate the ball handler with a lightning spin kick, forcing another fumble. Now pick it up and sprint upfield. Then cut back to evade tacklers, fake the goalie, and bust through for a touchdown!

namco 2 PLAYERS

This is Powerball, the sports game where teams of armored athletes hammer each other in a furious slugfest. Powerball combines skills from martial arts, football, and rugby. Each of the twelve teams boasts a unique level of skills. Whether you compete against the computer or a friend, you'll thrill to the action of Powerball, the smash sport of the future.

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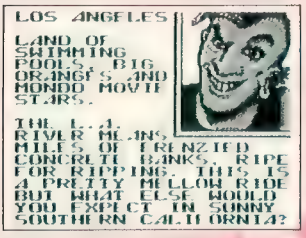
Tour De THRASH

By Slo' Mo

To most sane people stale fish is a heavy duty turn off. But say "stale fish" to a bunch of skateboarders and they go ballistic! What's it all mean? Electronic Arts has hit the Game Boy scene with Tour De Thrash, the continued adventures of Skate or Die.

Actually Tour De Thrash is more sports cart than action adventure game like the NES S or D carts. Rodney, Bionic Lester, and CJ are still hanging around as coaches. But this time you can tackle an



Rodney's back with the inside info.

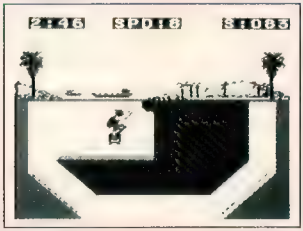
international skater's slalom, go aerial on the Retro-Rocket Ramp, or go wheel-to-wheel with six real-life members of the Santa Cruz Skateboard Team.

Tour De Thrash is a solidly designed cart with good-looking graphics, slick animation, and hard-driving sounds that really get your juices flowing. But you really ought to be a skater to appreciate it.

Go Fish

In thrasher lingo "stale fish" can either be a cool backside grab in mid-air or off a handplant or an outrageous international pro skateboard race. Hence the Stale Fish Tour is a globe-trotting shredfest where you rip through drain pipes and pipelines in 8 unlikely foreign locales such as Chernobyl, Ho Chi Minh City, and Easter Island, and one mythical (waterlogged) mystery stop.

PROTIP: Careful, you can't jump from the grey strips.



Skate straight and jump!

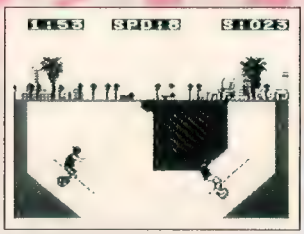
If you have a need for speed, Tour takes you to the max. You guide your skater via a behind the back, full body view. Jump over or swing around assorted walls as you try to go supersonic and beat the clock to the finish the line. But don't miss a beat or you'll splat against the wall flatter than a frisbee.

PROTIP: Watch for the Stars. Mow 'em down for 10 extra seconds.

The thumb-punching skating's fun but after a while all the pipes play and look the same, just the location and frequency of the walls change. You get passwords for all the cities you conquer, but you'll probably confine your return trips to the last three or four cities which offer the most challenging rides.

The Santa Cruz Skate Team

For variety you can bash decks with the Santa Cruz boys. Choose this option and

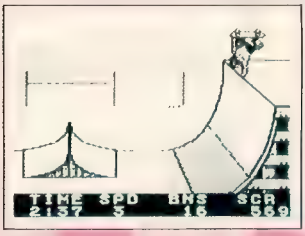


Two players thrash it out.

the computer throws another skater on-screen with you. You get a little background on the real life dude you're trying to thrash, then you ride through the same cities trying to bump each other into the walls.

Airborne

If catchin' air is your thing, go for the Retro Rocket Ramp. This section's basically lifted straight out of the other two Skate or Die carts. You get a side view of



The handstand scores big!

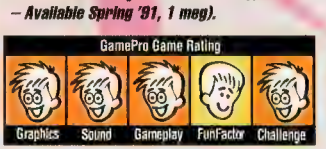
a half-pipe ramp with a small spine in it. Here you can pull 12 radical moves and you try to put together a routine for mucho points. Bragging rights is the main goal, but killer skaters can earn a trip to a hidden mystery round.

PROTIP: At the Ramp, 10,000 points transports you to a place where the skating's out of this world.

Better Shred than Dead

The real Tour De Thrash fans will be wheelheads who play the Game Boy when they're taking a breather from the real thing. Speed freaks and sports nuts come next. If concrete shreddin's your thing, this cart's got some thrills, plenty of spills, and looks that kill.

Tour De Thrash by Electronic Arts ($28.95 – Available Spring '91, 1 meg).



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In this enhanced sequel, test your mettle and your strength as you play a Daimyo warlord fighting for control of Japan! To assist you in your conquest, samurai will advise you and ninja assassins will try to disrupt your adversaries! In battle, lead your troops on a surprise night attack or force your enemy to retreat behind his castle walls! Warriors, weapons and the world are at your disposal, use them well and become master of Japan!

- *400 characters, 2 scenarios, 5 skill levels*
- *3 meg game with battery back-up save feature*
- *Nintendo's new MMC-5 chip for fantastic graphics and detail*

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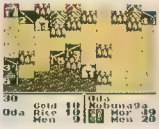
Nobunaga's Ambition®

If you're ready to test your military and diplomatic prowess this game's for you! As one of the first strategy simulation games available for Game Boy, you can now command your forces anytime and anywhere! Conquer your enemies and defend your territory as you fight for control of Japan!



- *GameLink option allows 2 players to compete in head to head combat*
- *1 meg, 64K of RAM, battery back-up saves up to 3 games*

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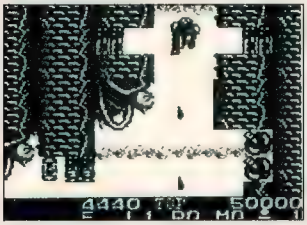
BURAI FIGHTER DELUXE

By Riff-Raff

The evil Burai have created armies of nasty robo-mutants in order to conquer the universe. Your mission: stop them. To save everything from the Burai you'll have to blast your way through five levels of horizontally and vertically scrolling action, penetrate the five Burai bases, and destroy their super-mutant guards. Burai Fighter Deluxe is an excellent translation of the popular Nintendo game of the same name.



Blast the Burai!

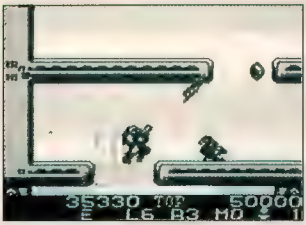
Triple the Firepower, Triple the Fun

At the beginning of this outer space shooter you only have a simple gun, but you can quickly arm yourself with one of three special weapons by grabbing weapon power-up symbols. Each of the three weapons – the Laser, Missiles, and the Ring Shot – has three power-up levels that you reach by grabbing as many power-ups as you can. Other weapons to snag include a rotating Pod that obliterates enemies that enter its deadly orbit, and the Cobalt Bomb, a "smart bomb" last resort that destroys every enemy onscreen.

The gimmick in this game is the way you shoot. Keeping the fire button pressed down enables you to move in one direction as you shoot in another. This makes for some fancy moves.

Bases Loaded

Each of the five bases is littered with hazards and obstacles, including falling platforms, revolving pillars, underwater caverns, volcanic fire spouts, and dead-end passages. The game's automatic vertical



Don't let the scrolling trap you!

and horizontal scrolling make some areas especially tricky by scrolling one way and then abruptly scrolling back in another direction. If you're not paying attention, you'll be trapped like a mutant rat.

PROTIP: At the beginning of Level 3 a hole appears at the bottom of the screen. Begin to enter the hole and then back out quickly to avoid the falling platform. Now, enter the hole again and continue on.

PROTIP: Watch for Star symbols that reveal the location of hidden rooms containing extra power-ups.

Each level is populated by increasingly tough legions of Burai super-mutants. These mechanical droids fly, squirm, and even swim their way towards you in ever more deadly hordes.

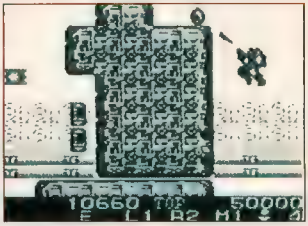
You'll fight in tight spaces.

If you succeed in maneuvering through this gauntlet of metal mutants, a big, bad Burai boss lies in wait for you at the end of each base. You must defeat this final menace in order to advance to the next level. A password option enables you to skip the big guy next time around.

PROTIP: To beat Giganticrab, the Level 1 boss, shoot the round objects on each side of his head and don't let him corner you.

PROTIP: To dislocate Jawsipede's (the Level 2 boss) jaw, shoot at the joints of the snake-like creatures and then blast their tails off.

PROTIP: Shoot the Slimedragon in the mouth, then duck below his chin as he moves in again. Watch out for his molten rock curve balls.



Some obstacles are huge.

The Final Frontier

Burai Fighter is a tough cart, but you can make it tougher. The game has three difficulty levels so that experts can enjoy the action. The VS. Mode enables two players to compete head to head to complete a selected level. So, strap on your proton pack and get set to fight the toughest bunch of robo-mutants to invade the universe in years.

Burai Fighter Deluxe by Taxan ($24.95 – Available Now, 512K).

THE EMPEROR'S PROBLEMS HAVE JUST DOUBLED

1 or 2 players

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The cruel emperor Garuda rules the mighty city, with his army of followers. He has constructed a fortress that has withstood all armed assaults. His forces have crushed all opposition. Yet, he is worried...

Out from the shadows, two figures appear. Moving as silently as ghosts, they scale the war zone. Garuda knows and fears these invaders, for they are Ninjas, the world's most dangerous warriors.

Join the Ninjas on their mission to overthrow the evil emperor and destroy his empire from within.

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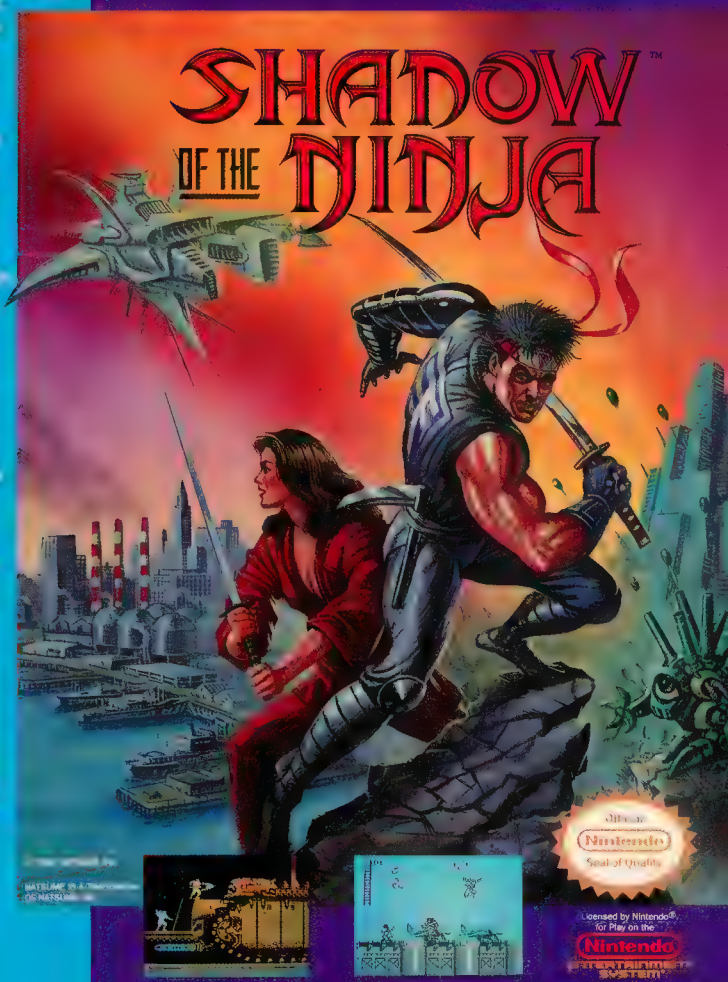

NATSUME

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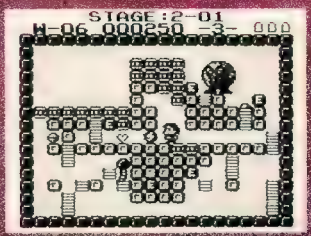
By Bro' Buzz

It's 3090 A.D. Do you know where your mother is?

You battle-hardened Game Boy vets probably think you've seen all the dirty tricks a video villain can muster. Not quite! In Nexert's Cyraid, Rogue, a deranged doctor of cyber-robotic science, pulls one of the lowest moves yet – he kidnaps Mom! That's right, kids, this time it's personal.

Looking for Mom

Cyraid is really a puzzle game in adventure cart's clothing. Your goal is to cruise through five levels and 56 rooms, each containing a multi-floor maze. You must bust open several Energy Blocks in each room to open a secret passageway to the next room.



Mom's at the end of the maze.

The perspective is side view and you see the entire room/maze onscreen. The graphics, although Game Boy sharp, aren't noteworthy, but there's plenty to keep you busy.

You get your kicks as one of two mechanics boys, Warrior or Fighter. In fact, kicking is basically your only skill. With two G-Boys, two Cyraids, and a Game Link you can face your bro' through every room.

Rooms to Roam

This game requires brains not brawn even though you have to kick through stone blocks and boot sections of ladder together to reach all the Energy Blocks. You need patience, timing, and the ability to plan moves ahead to figure out the best paths up the floors and stay away from dead (really dead) ends. Oh, yeah, look out for spikes, laser traps, and acid pools, too.

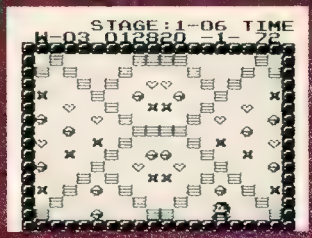
PROTIP: Before you open a room's door, stay, make sure you can reach it.

PROTIP: You can kick a ladder while you're still standing on it, but you're gonna fall.

PROTIP: Single sections of ladder with stones on either side are usually key pieces.

PROTIP: Keep an eye out for doorways to secret rooms.

Of course, you aren't alone. Seven types of raunchy robots can put the bite on you, but it's pretty easy to kick ladders at 'em or drop blocks on 'em. They're slow but persistent. Watch out for the fat "Donut Hole" monster that rematerializes blocks you've destroyed. Stand in the wrong place and you're stoned. Also, three levels have end bosses and to free Mom you have to face Rogue.

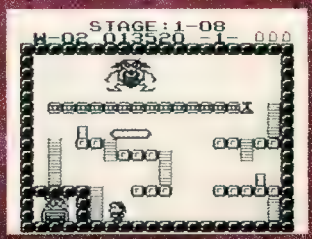


Get as many arrows as you can during Bonus Rounds.

PROTIP: Ladders are always kills from Donut Hole.

PROTIP: If you catch a creature on a ladder, kick the ladder, but watch out!

Breaking blocks can reveal seven types of helpful items including extra lives, power-ups, and temporary invincibility, but find the treasure chest for a powerful weapon. Each level also features a bonus round where you try to stock up on all the good stuff.



To beat the bosses you must find the Explosive Plunger.

PROTIP: Some bonus screens have a time limit, so try to pick up Turbo Boots boots or a power-up before you exit any level.

PROTIP: There's a hidden win, but you need power-ups to get it.

To Mama

This excellent cart is a brain teaser that's a real pleaser. You'll enjoy working your way through Cyraid, but set aside a good chunk of time, it's a mother.

Cyraid by Nexert ($28.00 – Available Spring '91, 512k).

GamePro Game Rating

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IMAGES OF IT

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TIPS·TACTICS HOT PASSWORDS

T.V. Sports Football (TurboGrafx-16)

Super Passwords!

Here are some super password tricks for T.V. Sports Football:

First, choose an exhibition game, 1 or 2 players. Select your opponent's team, then simultaneously press Select and Button II to bring up the password screen. Now, type in one of the following super passwords and select your team. (Note: All passwords except the four "super" passwords are invisible when you type them in.)

SUPERHANDS = '15' catching ability for all your receivers.

SUPERSTRENGTH = '15' strength for all your defense – makes the other team fumble.

SUPERSPEED = Doubles the speed of your players.

SUPERAGILITY = Gives your players a better chance at shaking tackles.

THECOOKER = Makes your fullback invincible – he cannot be tackled.

CORNBREAD = Makes the other team fumble a lot.

GOLDIELOCK = Your team will not throw any interceptions or have the quarterback's pass attempt blocked.

ULTIMATEWIZ = Gives your team a 28 point lead at the beginning of the game.

TENMINUTES = Reduces the time in each quarter to ten minutes.

FIVEMINUTES = Reduces the time in each quarter to five minutes.

P.S. Passwords can be combined for different super abilities.

Neutopia (TurboGrafx-16)

Ending Password!

Here's a code that enables you to fight Dirth in his true form!

yP5ESDjsMwPB
NDCYSzhXr%PP

Ron MacNeil, British Columbia, Canada

Burning Force (Genesis)

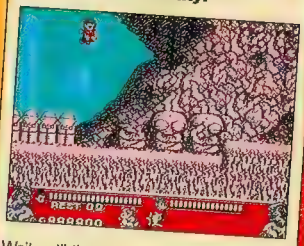
10 Lives per Continue!

To have 10 lives per continue, do the following. Press Start at the title screen. You'll now see "START/OPTION" on the screen. Now press the buttons in the following order: B, A, B, A, A, C, A, A. Then hit Start!

Master C

Conquest of the Crystal Palace (Nintendo)

Temporary Invincibility!



Wait until the title screen appears, then press Select, A, and B simultaneously. Continue doing this until you hear a chime. Now hit Start and push Right and Select for Temporary Invincibility! Repeat this anytime to become invincible again!

James Careman, Philadelphia, PA

T.V. Sports Football (TurboGrafx-16)

The Ultimate T.V. Sports Football Trick

Choose your opponent's team first (either the computer or a friend), and then push Button II, then Down, Up, Down, Up, Down, Up, Up, and Up. Then press Button II again and pick your team. This gives your team a 15 rating in every attribute, giving you a super squad!

Solar Jetman (Nintendo)

Here is a password to start on planet Shankoo #11.

DHGDQLNBTLNB

Viet Nguyen, Santa Ana, CA

Dragon Spirit (Nintendo)

Sounds Plus Level Select!

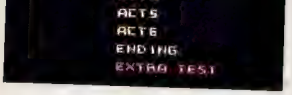
First, make sure that you have both controllers plugged into the NES. Now turn it on. On Controller 2, press and hold down buttons A and B while pressing Up, then hit Reset. You should now be in the sound test mode. Use Controller 1 to select and play different sounds.

For stage select, on Controller 2 press B, Up, Up, B, Down, Down, and B. You'll see "01" appear underneath the sound test mode. Press Left and Right on Controller 2 to select the desired stage of play. Then press Start on Controller 1 to begin!

Tony Vanessa, Denver, CO

Valis II (TurboGrafx-16)

See All the Animation

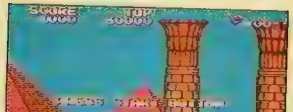


Here's a code that will let you watch all of the animation sequences. When the title screen appears, press Up, I, Select, II, Down, and then Run. Now you can check out sounds and animation to your liking!

John Willard, Long Beach, CA

Insector X (Genesis)

Unlimited Continues



You can add continues to your remaining number by doing the following trick. When the Game Over screen appears, wait for the Continue sign to pop up. Each time you press C while holding down Upper Left on the directional pad, it adds 1 continue. You can have 8 continues at a time.

Randy Oyler, San Jose, CA

Bomber Man (TurboGrafx-16)

Passwords!

These passwords may help you out if you are having any problems with Bomber Man.

Level 3-3:	MUCCLEVN
Level 3-5:	RAHNQHZC
Level 4-2:	RUNANMPS
Level 4-3:	ROCCNNZV

Lipton Staircase, Phoenix, AZ

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SWAT

TIPS·TACTICS HOT PASSWORDS

SECRET WE

Hard Drivin' (Genesis)

Here's a code to get traffic on the practice track. First play a regular game. After you're finished and you're back at the title screen, press C to go into the Options screen and set the game on practice. Next hit B and then C. Now press start to exit the menu and begin the game. You will now be able to practice with all the traffic of a normal game!

Matthew E. Brown, Morris, IL

Mega Man II (Nintendo)

Extra 1-Ups

Here's a trick to get extra Mega Man 1-Ups. When you encounter the birds in the Air Man stage, turn on the Leaf Shield (acquired by defeating Wood Man), and don't move! The Leaf Shield will destroy all the little birds that fly at Mega Man. If you wait long enough, some of the little birds will leave behind 1-Ups when they're destroyed.

John Madden Football (Genesis)

Lots of codes!

Here's a bunch of codes for playing in the snow!

Cinn. at Pitt.	2722500
S.F. at Wash.	4302300
Atl. at Wash.	0741000
Buff. at New E.	0176000
N.Y. at Wash.	0700100
Minn. at Chi.	6002300
Cinn. at Den.	4002300
Chi. at Wash.	3002300
Miami at New E.	7102300
Hou. at Buff.	7102300
Atl. at Chi.	5002300
Phil. at Wash.	4002300
Pitt. at K.C.	3002300
Hou. at Cinn.	2002300
Hou. at Den.	6002300
Pitt. at New E.	1002300
New E. at Buff.	0600100
K.C. at Cinn.	0200100
S.F. at Chi.	5102300
Den. at K.C.	4102300
Buff. at Pitt.	3102300
Minn. at Wash.	2102300
K.C. at Pitt.	2102300
Cinn. at New E.	1234567
L.A. at Wash.	4722500
Miami at Pitt.	3722500
K.C. at Buff.	5722500
Den. at New E.	5722500
Miami at Buff.	1112300
Cinn. at Buff.	5504500
L.A. at Chi.	6504500
New E. at Pitt.	2544600

Here are some codes for the Championship Games!

L.A. at Miami	0473176
S.F. at Den.	0751000
Minn. at Den.	0731000
S.F. at New E.	0431000
Den. at New E.	0331000
Chi. at New E.	0613000
Phil. at Cinn.	5555500
L.A. at K.C.	2452300
Atl. at Miami	3452300
N.Y. at Hou.	4452300
Wash. at Buff.	5450000
Phil. at New E.	6450000
L.A. at Den.	7450000
Phil. at Den.	7770000
S.F. at Hou.	6770000
Atl. at Pitt.	4770000
Atl. at Miami	7777777
L.A. at Cinn.	6777777
N.Y. at New E.	5777777
Wash. at K.C.	4777777
Chi. at Pitt.	3777777
L.A. at Pitt.	2777777
Phil. at Hou.	1777777
Chi. at Den.	0415000
S.F. at Buff	0515000
Minn. at Buff	0535000

Here are a few for playing on mud turf!

Cinn. at Den.	5114500
Cinn. at Miami	7302300
Pitt. at Den.	1114500
Buff. at Den.	4444500
Maimi at Den.	4422600
Hou. at Den.	4032631
New E. at Den.	4032647
K.C. at Den.	4034407

Dennis Bonomini, Woodridge, IL

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TIPS·TACTICS HOT PASSWORDS

SECRET WE

Castlevania III (Nintendo)

Start with 10 lives!

Enter the following password to start with 10 Simon's: HELP ME

Jack Simpson, Redwood City, CA

Shadow Dancer (Genesis)

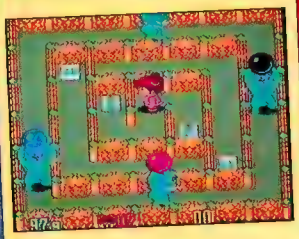
Get a 3-up!

You can get a 3-up by beating the bonus stages. To beat the bonus stages, move over to the far left of the screen and fire as rapidly as possible. You should be able to destroy all 50 ninjas this way!

Todd George, Quakertown, PA

Chew-Man-Fu (TurboGrafx-16)

Passwords



Here are a couple codes to help you out in Chew-Man-Fu.

For game 10, Round 55: 677261

A code to fight all the bad guys: 075653

Ken Yee, Columbus, OH

Shadow Dancer (Genesis)

Practice Level Select!

You can try out any levels except the boss and bonus stages by doing the following trick! At the title screen press and hold down Buttons A, B, C simultaneously and hit Start. You should now see a third option named Stage Practice on the menu.

Scott Emerle, Audubon, NJ

Shadowgate (Nintendo)

Find the Flute in the Fountain

To get the flute in the fountain, you'll need a gauntlet on your hand. Find the gauntlet in the well (in the bucket) in the courtyard where the cyclops is. Put on the gauntlet and take the flute from the fountain.

The Immortal (Nintendo)

Passwords!

Here are some passwords to help you along in The Immortal.

Level 2 :	SVYYX10006Y90
Level 3 :	XS1V421000X10
Level 4 :	XS9V131001X60
Level 5 :	44VX943000X60
Level 6 :	6590Y63000SY0
Level 7 :	S270V730038Y0

Also, to get past the dragon, use the Blink spell 6 times!

Mike Gillman, Coffeyville, KS

Shadowgate (Nintendo)

Clobber the Cyclops

The Cyclops in the Courtyard is one tough customer, but you can slay him if you remember "David and Goliath." Put a stone in the sling (found in the closet in the opening hallway). Use the sling on the Cyclops for some "giant" results!

Do You Have a Secret Weapon?

If you do, submit it to GAMEPRO. Our Pros will review it, and if we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

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Secret Weapons
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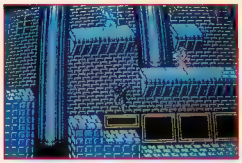
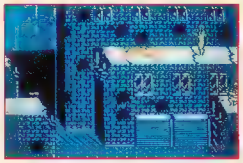
Because two Ninja are better than one!

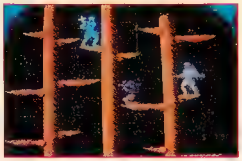
The Earth fell quickly to the destructive invaders. In Japan, Ninja came out of the shadows to battle this mysterious enemy, but were eventually driven out. Two special Ninja of the Kawari Clan, possessing ancient knowledge, have returned to avenge the people and destroy this alien threat.



You and a friend change into the heart of the Inimicus stronghold.



The last secret of the Ninja – change into one of four Ninja beasts!



Use a throwing star, sickle, bo, or katana on your unfortunate enemies!

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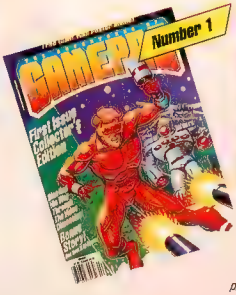

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Ask The Pros

Nintendo

Dragon Warrior II

Dear ASK THE PROS,
In Dragon Warrior II where is the Mirror of RA?

Alan Sagan, British Columbia, Canada

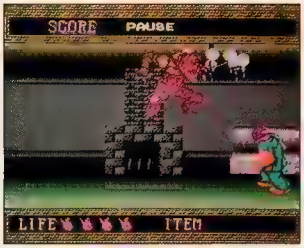
Dear Alan,
To get the Mirror of RA, go east from Moonbrooke. You'll reach an area with four bridges. The first of the four bridges runs north and south, the second runs east and west. Cross the first two bridges. Slightly below and past the second bridge is a swamp area. The mirror is located in the swamp. You've got to slog around the swamp, continually selecting "search" until you find it.

TurboGrafx-16

Splatterhouse

Dear ASK THE PROS,
In Splatterhouse for the TurboGrafx-16, how do you beat the fifth level boss? He keeps chopping me to shreds.

Melvin Reyes, Mililani Town, Hawaii



Keep this boss cornered so he can't use his claws.

Dear Melvin,
First, use this trick to go to Level 5 immediately: During the title screen, press Run, then press Select three times. Next press Button 1 while holding down left on the directional pad. After you select Level 5 and get to the end, the best way to defeat the Level 5 boss is to charge at it as soon as it changes from an innocent girl to a beast. If you corner the creature it will not use its claws on you, but rather jump over you to the other side of the screen. Every time it jumps, charge over to meet it, punching it as much as possible. As long as you get to the creature before it has a chance to extend its claws, you'll succeed.

ASK THE READERS

We have two more problems for you gaming experts out there. This month we have questions on two NES classics: Metal Gear and Super Mario Brothers 2. Send in your answer to one or both questions. The winning answer will receive the new 1991 "Gotta Getta GamePro" T-shirt. Don't forget to include your shirt size with your answer!

Question G: Metal Gear (Konami for NES)

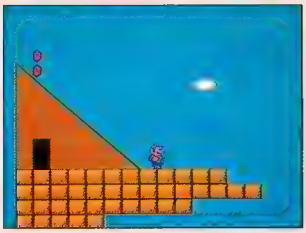
Dear ASK THE PROS,
In Metal Gear for the NES, I don't understand how to get the rocket launcher. It's supposed to be in a certain room, but I can't find it. Please solve my problem.

Junior Rodriguez, Lake Wales, Florida

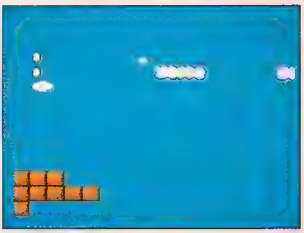
Question H: Super Mario Brothers 2 (Nintendo for NES)

Dear ASK THE PROS,
In Level 6-3 in Super Mario Bros. 2 just past the pyramid door, there are a few clouds and then a door. I have tried numerous times, but I can't reach up to the clouds to get to the door. Is there a way to reach the door and, if there is, where does the door lead to?

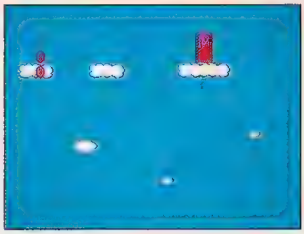
Gerold Shelton, Moline, Illinois



How does Mario...



get to the door...



in the clouds?

Send your answers to:
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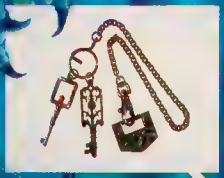
Rate Dragon Warrior II

1ST PRIZE
One winner will receive a statue of Gold Man.



2ND PRIZE
Three winners will receive the Jailers Key and the Watergate Key from Dragon Warrior II.

3RD PRIZE
Four winners will receive the Gold and Silver Keys from Dragon Warrior II.

4TH PRIZE
Six winners will receive a cloth displaying the armor from Dragon Warrior I, II and III.

5TH PRIZE
Six winners will receive a cloth displaying weapons from Dragon Warrior I, II and III.

Complete the Game and Send Us a "Report Card." Win Prizes and a Chance to be First to Play Dragon Warrior III.

When you complete your quest in Dragon Warrior II, send us a photo of you next to the game's final screen, along with your written, detailed impressions of Dragon Warrior II. Beginning in February, 1991, and continuing each month through May, 1991, the 20 best write-ups for each month will win one of the prizes shown above clutched in the monster's claws. In May, the 24 players with the best "report cards" will win a **pre-release copy** of **Dragon Warrior III** and a chance to provide feedback about the new game. Each month's winners will be notified by mail. Entries must include your name, age, address, telephone number, and the name of the store from which you bought the game. Good Luck Brave Warriors!

Watch the Dragon Warrior Cartoon Show. See local TV listings for time and station.

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Questions A and B Winners

Three months ago we started our Ask the Readers column, giving you Pros a chance to strut your stuff. The response has been overwhelming! Either you guys really want one of our hot new 1991 "Gotta Getta GamePro" T-shirts, or you're all gaming experts (or maybe both).

Here are the winners of our first Ask the Readers column from the January 1991 issue of GamePro. Gamers submitting questions OR winning answerers win 1991 "Gotta Getta GamePro" T-shirts.

Question A: The Adventures of Link (NES)

Dear ASK THE PROS,
In Zelda II "The Adventures of Link" I know the cross makes it so you can go through the forcefield in the last citadel. But I can't find the cross. Where is it?

Patrick Howard, Canyon County, CA

Answer:

The way to get the cross enables you to go to the center of Three Eye Rock and play the flute until a hidden palace appears. Enter it and take the second right. Continue past the elevator, then jump over the invisible hole midway between the third and fourth columns. You'll reach Ironknuckle on a horse. He's not the palace guardian, but he's guarding the cross. When you get the cross, all ghosts become visible.

Brian Anger, Liverpool, NY

Question B: Phantasy Star II (Sega Genesis)

Dear ASK THE PROS,
My friend and I have been attempting to defeat "Dark Force" in Phantasy Star II for the last three months, but to no avail! Please help!

Brandon Miller, Mohrsville, PA

Answer:

To beat Dark Force your party must consist of yourself, Rudo, Anna, and Amy. Make sure your guy is at least 35th level so you have the Megid Technique. Make sure Amy has Nasar and Gisar. Good weapons to have are the Nei Sword for yourself, Nei Shot for Rudo, and Nei Slasher and AC Slasher for Anna. No weapons for Amy since she must be the Healer.

When you fight against Dark Force first set yourself on Megid and Amy on Star Mist (if she has any, otherwise use Nasar or Gisar). When you use Megid it takes half of your party's energy, so Amy must heal everyone. Hold down Button B so you can plan your strategy in between rounds. When you run out of Megid, use your Nei Sword. When Amy runs out of Nasar, have her use Gisar and keep fighting. You can use this same technique on Mother Brain.

Dale Mayer, Madison, AL

Game Got You Baffled?

Our GamePros will solve your unsolvable problems or answer any tough questions you have. So send 'em and we'll solve 'em. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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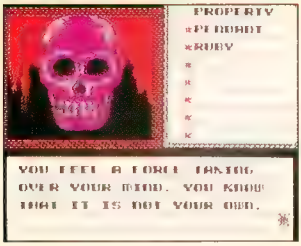
Short ProShots

Nintendo

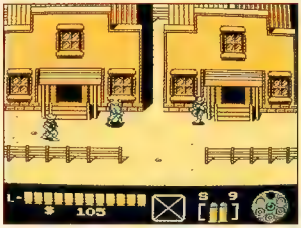
Uninvited (Kemco Seika)



A weird thing happened when you and your sis were out on a leisurely drive. Out of nowhere a dark figure appeared in the road, forcing you to swerve into a tree; the last thing you remember was the sound of your sister screaming in terror. When you regained consciousness your sister was nowhere to be found and your car was parked in front of a very creepy lookin' mansion. Could sis possibly be inside that hideous home? If you thought Shadowgate was a doozy, just wait 'til you get a load of this madhouse! There's a combination of over 100 puzzles, rooms, and clues to inspect in this role play mystery, and there's at least as many zombies, ghosts, and demons to go along with 'em. You'd better think twice before you enter a home, uninvited!

Available May '91.

The Lone Ranger (Konami)



Hi ho, Nintendo-ites, away. The Lone Ranger rides again in Konami's new Laser Scope compatible cartridge of the same name. This cowboy adventure takes the Masked Man and his faithful companion, Tonto, through eight trail-blazing stages that include 15 Towns, four Camps, and a variety of Forts. Three dimensional landscapes make you feel as if you're really ridin' along those dusty trails of the Old West. Collect money to purchase more powerful weapons and ammo, and you'll have no problem defending yourself against enemy ambushes. Polish up those silver bullets, folks, and win the West, one more time.

Available May '91.

Monopoly (Parker Brothers)

America's favorite board game, Monopoly, has at long last come to the NES. Now's your chance to wheel and deal for the big bucks against the computer or with up to seven friends. All playing pieces and the Chance and Community Chest cards are animated so don't be surprised when you're literally showered with money as you pass Go or when the coppers drag you to Jail! Digitized voice enhancement and sound effects give gameplay an added touch of realism, and the computer even takes care of all the banking. A great round of Monopoly's never been so easy, yet so much fun!

Available Spring '91.

Krion Conquest (Vic Tokai)

High tech terror has struck planet Earth. The year is 1999 and the Krion Empire Robotic Batallion has taken command of the planet. The situation appeared hopeless until one sensible little boy decided to call upon Francesca, a good witch who had saved the Earth once before. This nifty five level Mega Man-style action adventure pits Francesca against the treacherous battalion. Fortunately one of the perks that comes with being a witch are magic powers – lots of 'em! A flying broomstick, a shield, ricocheting ball shots, and the magic of the Fire Bird are just a few of the tricks you've got up your sleeve. Get bewitched by Krion Conquest.

Available Now.

Genesis

Bimini Run (Nuvision Entertainment)

Dr. Orca has kidnapped Kenji's sister, Kim, and taken her to his remote tropical island in the dreaded Bimini Zone. Shrouded in fog and overrun with sea

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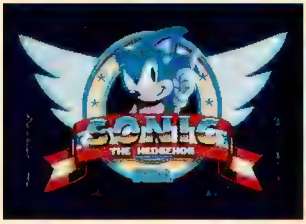
mined not to become a statistic and to save your dear sister's life, you take the helm of your high speed powerboat, the Banchee, and race off into the surf. As your friend, Luka, mans the guns, you maneuver the Banchee through five high action Chapters, blasting at and avoiding a slew of oncoming enemies, such as boats, helicopters, Killer Sharks, not to mention hostile fire from neighboring islands! Don't expect a pleasure cruise when you're up against the waters of the Bimini Zone!

Available Now.

Sonic the Hedgehog (Sega)

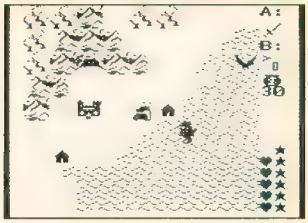


He's not the most conspicuous superhero, afterall he's just a tiny hedgehog. Don't be fooled by that mild mannered exterior, though, 'cause this little fellow's pretty quick on his feet. In fact, he's the fastest video game character in the world! Sonic the Hedgehog's his name and destroying evil at Mach speed is his game. Join this spiny fellow as he embarks on a crazy journey over land and under sea, in search of evil-doing creatures such as Insectoids and Ghoulies. And, just how does he destroy these nasty critters? With his speed, of course. By zipping up circular ramps, Sonic catches air and goes into a 360 degree horizontal spin, picking off enemies like a tiny buzz saw. You'll get stuck (ouch!) on Sonic.

Available June '91.

Game Boy

Ultima Runes of Virtue (F.C.I.)



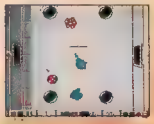
In F.C.I.'s new one or two player Game Boy version of the hugely popular role play adventure, Ultima, you are once again whisked away to the land of Britannia for an urgent meeting with Lord British. The eight runes, symbols of virtue, have been seized by the evil Black Knight, and the Lord has chosen you to recover them. You need many items such as Keys, Potions, and Chalices to help you make it through the vast and dangerous lands of Brittania. Acquiring these necessities won't be easy, though, especially when they're being guarded by creatures such as Cyclopses, Snakes, Dragons, and Slimes. The fate of Brittania rests on your shoulders – good luck!

Available May '91.

NAVIGATE THE OCEAN DEPTHS OR KLASH IT OUT IN THE 23RD CENTURY WITH SOFEL.

The future in your face.

SOFEL takes life-simulation into the future with the release of our newest game, KlashBall™, for the Nintendo Entertainment System®. In a stadium hundreds of years from now, techno-gladiators do battle, combining contact with speed and finesse. Two five-man teams go for it, each fighting to deliver a three-kilo metallic energy sphere into the opponent's goal zone.



The arena is way hectic.

It isn't pretty.

Teams challenge each other in a surreal arena that utilizes devices such as a warp tunnel, ball launcher, and magnetically charged bounce domes.

The gnarliest teams in the world.

KlashBall™ features a complete league system. There are eleven rowdy teams, each with unique skills, strengths and weaknesses. After each match the central computer analyzes the outcome and records the stats. Play against the computer or klash it out with a friend.

Know your competition.

It might be too real.

If you're ready, take a trip into the 23rd century with KlashBall™. A game so real, it's in your face!

Get your feet wet.

Navigate through the ocean depths with the original aquatic homeboy, Fish Dude™. The object is to eat as many little fish as possible so Fish Dude™ can grow to fight off his hungry enemies. Big fish, seagulls and a floating feline are all after him. Luckily Fish Dude™ has some cool pals like Octo dude to help him out of tricky situations. Come on, get your feet wet and explore the high seas with Fish Dude!

Watch out homey!

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Greetings from Las Vegas!

This year's Winter Consumer Electronic Show was as spectacular and exciting as any CES we've attended (and we've attended a bunch of them). It's a real positive sign that there were so many quality video games at this show – a far cry from the boring load of me-too carts that showed up at the 1990 Summer CES. It seems that most of the licensees are really trying to develop original exciting titles for the current game systems. Here are some of the gaming highlights:

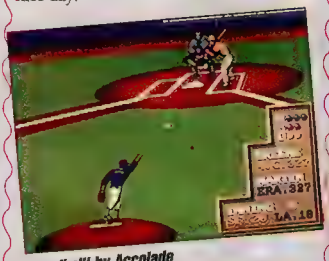
Battletoads (Tradewest for NES) – This cart created quite a stir at the Nintendo pavilion. Battletoads is a project that Rare, Ltd. has been working on for the past three years, and the results are spectacular. Zitz, Rash, and Pimple (hmmm...we sense a theme here) are a wacky trio of funlovin' amphibians who love nothing more than a good brawl. When one of the toaders gets kidnapped by the Dark Queen, it's off to the rescue with the help of their pal, Professor T. Bird. The Queen's got plenty of nasty surprises up her sleeve; the Psyko Pigs, the Mutant Ratpack, Robo-Manus, and the Saturn Toadtrap, to name but a few. This cart can be played by one or two players simultaneously.

NES Video Art (T•HQ for the NES) – Use your NES control pad to draw selecting up to 13 different colors, angles, bold lines, thin lines, circles, squares, five different speeds, stamp designs and an eraser if you screw up. You can even add animation and sounds to your creations. Then record your works on your VCR and prove to your family you do have talent!

Rocketeer (Bandai for the NES) – Ace air racer and stunt pilot Cliff Secord gets involved in a shootout between a couple of thugs and the F.B.I. His plane is wrecked in the ordeal, but it's not a total bummer because the hoods have stashed a special rocket pack in his plane's cockpit. Unfortunately, everybody and their mothers want this pack. So Cliff does the only thing he can – he becomes the Rocketeer – ta-da! This Bandai cart will also be a major motion picture this Summer starring nobody you ever heard of.

Star Wars (Lucasfilm/JVC for the NES) – Star Wars is an immense and detailed game for your NES featuring four different first-person, 3-D scenes including navigating the Millennium Falcon through an asteroid field and flying an X-wing fighter into combat. All the "worlds" in Star Wars will be non-linear – you'll be able to travel throughout them in any order. There are also several different endings, so you can play through the game more than once. Star Wars should be a late Summer release.

Faceball 2000 (Bullet-Proof Software for Game Boy) – We had a blast with this game – literally! You're a Smiloid, a "happy face" orb in a three-dimensional maze (first person perspective). Your opponents are also in this maze, up to five other opponents at one time. You've got to blast the other guys before they get you. Your weapons are balls. Hit an opponent three times and he loses a life. A special connector will be packaged with this game allowing for the multiple-player option, but there will be solo play as well. Have a nice day!



Hardball! by Accolade

Hardball! (Accolade for the Genesis) – The best selling baseball simulation for personal computers should hit the stores by April. Each player looks different and has his own individual stats. Practice hitting in the batting cage or head right to the field for some regular season or World Series play. Long-suffering Genesis owners finally will have a baseball cart worth cheering about.

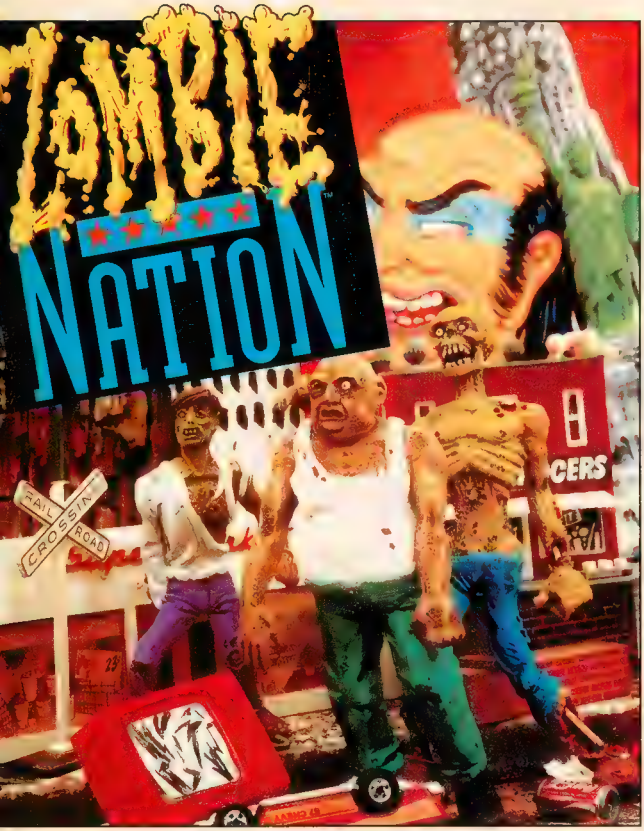
James Pond Underwater Agent (Electronic Arts for the Genesis) – He's a secret agent! He's a cod! He's James Pond, Underwater Agent, and he's coming to a Genesis near you. James Pond is an arcade/adventure game with an environmental conscience. Fighting the evil schemes of Dr. Maybe, Pond saves endangered aquatic species from extinction. This game has great graphics and a warped sense of humor.

Sonic the Hedgehog by Sega

Sonic the Hedgehog (Sega Genesis) (see Short ProShots) – This game was the consensus fave at the show. Sonic zips, Sonic spins, Sonic moves pretty darn fast. In fact, Sonic the Hedgehog is the fastest ever video game character in a horizontal-scrolling game. Zip Sonic over land and sea, blasting nasty insectoids and ghoulies as fast as you can blink. And check out the maze that rotates 360 degrees – pretty radical stuff! Sonic hits stores in June.

Star Control by Accolade

Star Control (Accolade for the Genesis) – This computer hit has been magnificently translated to the Genesis. Star Control is a unique combination of arcade action and space combat strategy. Set in Earth's future, the Alliance of Free Stars



Monday December 13, 1999

Zombie Hoards Attack U.S.

Strange samurai head heading to New York City.

By I. C. GOOLS, Times Staff Writer

NEW YORK--What appeared to be a harmless meteorite crashing in the Nevada desert has turned out to be Darc Seed, an evil alien creature with horrible powers. By shooting strange magnetic rays, Darc Seed has turned the helpless nation into zombie slaves and has brought the statue of Liberty to life to do his dirty work.

There Goes the Neighborhood

Mrs. Emma Nuttz of Brooklyn had this to say about the situation. "Just when it seemed safe for decent folks to walk the streets again along comes this Darc Seed with his gang of Zombie hooligans and there goes the neighborhood. And if that wasn't bad enough, it seems the only way to defeat this ruffian is by totally destroying every in sight. Now there really goes the neighborhood!"

Mr. I.M. Sickentired of the Bronx added, "As if we didn't have enough stinkin' garbage on the streets already. Between the freakin' wino's and the blasted beggars and all the other louses already fouling up this miserable town...and now these sleazeball zombies!! It's enough to make me want to move to freakin' Los Angeles with all the other fruits and nuts!!!

Mayor Heminhaw immediately called an emergency press conference where he read the following prepared statement. "I um, er, ahem, ah, I am doing everything, ah, er, er, humanly possible to see to it that ah, this situation er, um, this terrible situation ah, comes to a ah, ahem, a swift and , er, um, um, a swift and satisfactory close. I er, er, um, have no further er, er, comment at this time. Thank you".

ZOMBIE NATION: Ground Shaking NES™ Action

Zombie Nation is a ground shaking action/shooting game.for the Nintendo Entertainment System®. The object of the game is to wreak total destruction on everything you see by firing powerful projectiles (it's a dark and dirty job, but somebody's got to do it). Meanwhile, you need to rescue as many zombie hostages as you can in order to gain enough strength for the ultimate showdown with Darc Seed (he's toast!).

ZOMBIE NATION: Devastating Graphics and Pounding Sound Effects

Zombie Nation's graphics are so devastatingly realistic you'll almost be tempted not to demolish them (yeah right!). And the relentlessly pounding sound effects will make you feel like you're right in the middle of the action hammering away at skyscrapers, mountains, and everything else that crosses your path.. So don't just stand there like a Zombie, get your copy now!

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must fight off attempts by the evil Ur-Quan Hierarchy to enslave all the other races in the galaxy. Play the good guys or the bad guys, depending on the mood you're in.

TV Sports Hockey and TV Sports Basketball (Cinemaware for the TurboGrafx-16) – More great sports titles from the makers of TV Sports Football. Both these games use the TurboTap, so up to five players can participate at once. Both Basketball and Hockey have eight different teams to choose from. As in TV Sports Football, all players are rated in several skill categories. T-16 sports fans rejoice!

Some other games worthy of note for the NES: Double Dragon III and Smash TV by Acclaim, Die Hard and Ultimate Air Combat by Activision, V.I.C.E. and Might and Magic by American Sammy, The Mutant Virus by American Softworks, Greg Norman's Golf Power by Arcadia, Chip's Challenge by Bullet-Proof, TaleSpin by Capcom, Bo Jackson Baseball by Data East, Nissan's Super Cars by Electro Brain, Dragon Warrior III by Enix, Advanced Dungeons and Dragons-Heroes of the Lance by FCI, American Gladiators by Gametek, The Adventures of Lolo III by Hal America, Whomp'em and Totally Rad (best looking box award) by Jaleco, Uninvited by Kemco-Seika, Bill Elliot's NASCAR Challenge by Konami, Noah's Ark by Matchbox, F-15 Strike Eagle by Microprose, Conan by Mindscape, S.C.A.T. by Natsume, Wizardry II: Knight of Diamonds by Nexoft, Crazy Land by NTVIC, Monopoly and Trivial Pursuit by Parker Brothers, Ufouria and Super Spy Hunter by Sunsoft, Power Blade by Taito, Tecmo Super Bowl by Tecmo, Times of Lore by Toho, The Krion Conquest by Vic Tokai.

For the Game Boy: Altered Space by CSG Imagesoft, Infogenius productivity paks by Gametek, Triumph by Hudson Soft, R-Type by Irem, Fish Dude by Sofel, The Flash by T•HQ, Kingdom Crusade by Tradewest.

For the Genesis: Raiden by Micronet/Bignet, Wings of Wor by Dreamworks, PGA Tour Golf, Road Rash, Centurion: Defender of Rome, Dark Castle and Might and Magic II by Electronic Arts, Wardner by Mentrix, Power Ball by Namco, Swamp Thing by Nuvision Entertainment, Gain Ground, Valis III and Dinoland by Renovation Products, Inc., Rastan Saga II and Space Invaders '91 by Taito, Elemental Master by Technosoft, Pitfighter and RBI III by Tengen, and Fantasia, Spiderman and Phantasy Star III by Sega.

For the Atari Lynx: Cyberball, NFL Football and Ninja Gaiden by Atari.

For the TurboGrafx-16: Bonk's Revenge, Sherlock Holmes for the CD, Camp California (for CD and T-16), and TV Sports Baseball (Cinemaware for T-16).

For the NEO-GEO: Blue's Journey and Burning Fight.

There were plenty of interesting titles, far too many to mention them all. But we guarantee you we'll have full coverage in future issues of *GamePro*!

Nintendo Drops Exclusivity Clause

Nintendo of America has dropped the exclusivity clause from its licensing agreement with third party developers for its new 16-bit SFX system. Until recently, Nintendo had required a two-year period of exclusivity for all NES software. By dropping this clause from all developer contracts, licensees can now manufacture the same title for any video game system without waiting two years. Maybe the Genesis version of Sunsoft's Batman will finally come to the U.S.

American Video Entertainment Sues Nintendo

Software producer, American Video Entertainment (Pyramid, Krazy Kreatures) filed a $105 million suit against Nintendo of America and its parent, Nintendo of Japan, charging both companies with violations of antitrust laws. These violations, according to Richard Frick, general manager of American Video, include using a secret lock-out system which rejects American Video's cartridges. According to the complaint, Nintendo failed to inform its buyers that only Nintendo cartridges would play in their machines and represented to Courts of the United States that cartridges manufactured by any independent could be used in Nintendo consoles.

Bandai Buys Dreamworks

Nintendo licensee Bandai America has reached an agreement to merge with Sega Genesis licensee, Dreamworks. Currently slated Dreamworks titles, Jesse "The Body" Ventura Wrestling Superstars and Wings of Wor will still be shipped as scheduled. No word yet whether or not Bandai will bring some of its NES titles over to the Genesis.

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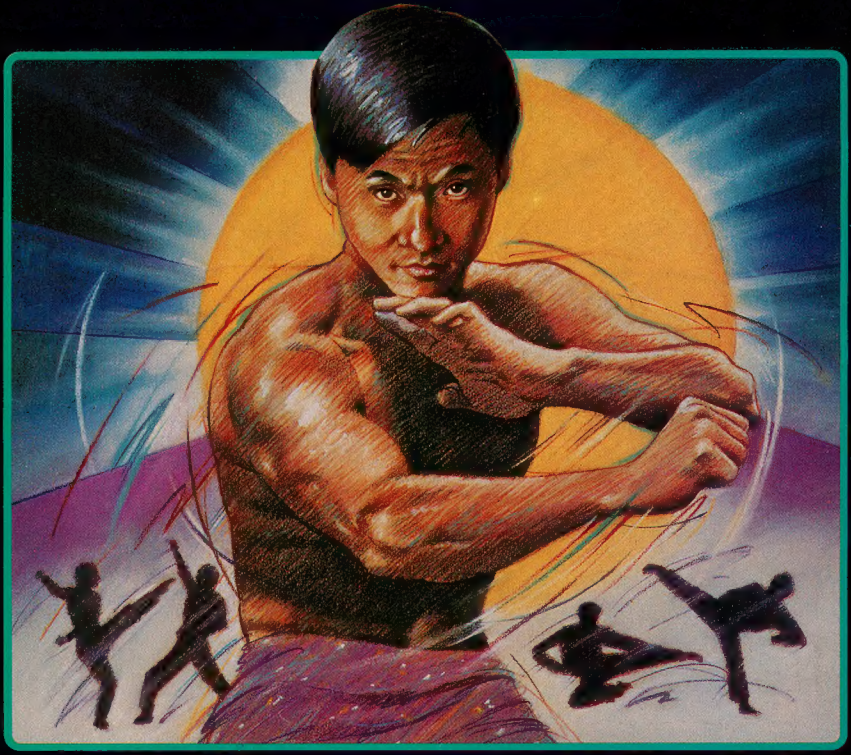

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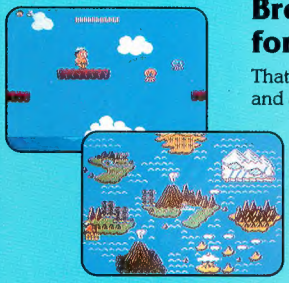

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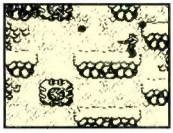

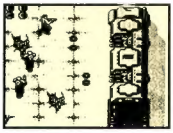

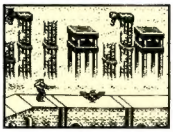

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